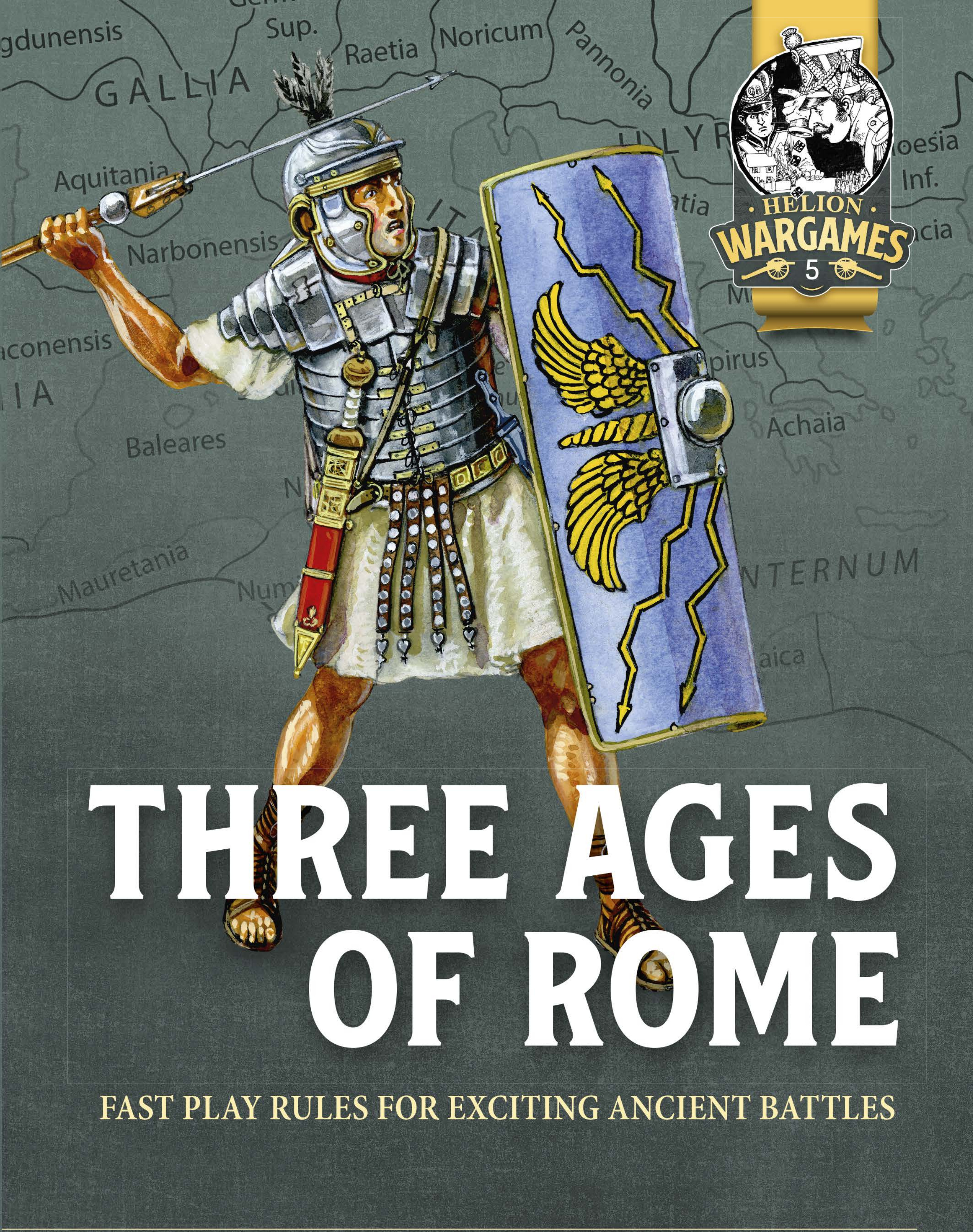
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HELION WARGAMES 5

THREE AGES OF ROME

FAST PLAY RULES FOR EXCITING ANCIENT BATTLES

PHILIP GARTON

THREE AGES OF ROME

Fast Play Rules for exciting Ancient battles

Philip Garton

HELION & COMPANY

We would like to acknowledge and say thank you for the painting and photographic contributions made to this book by Alan Bettridge, Andy Copestake, Jim Maine, Jon Katze, Nik Gaukroger, Paul Reynolds, Peter Berry and Simon Clark.

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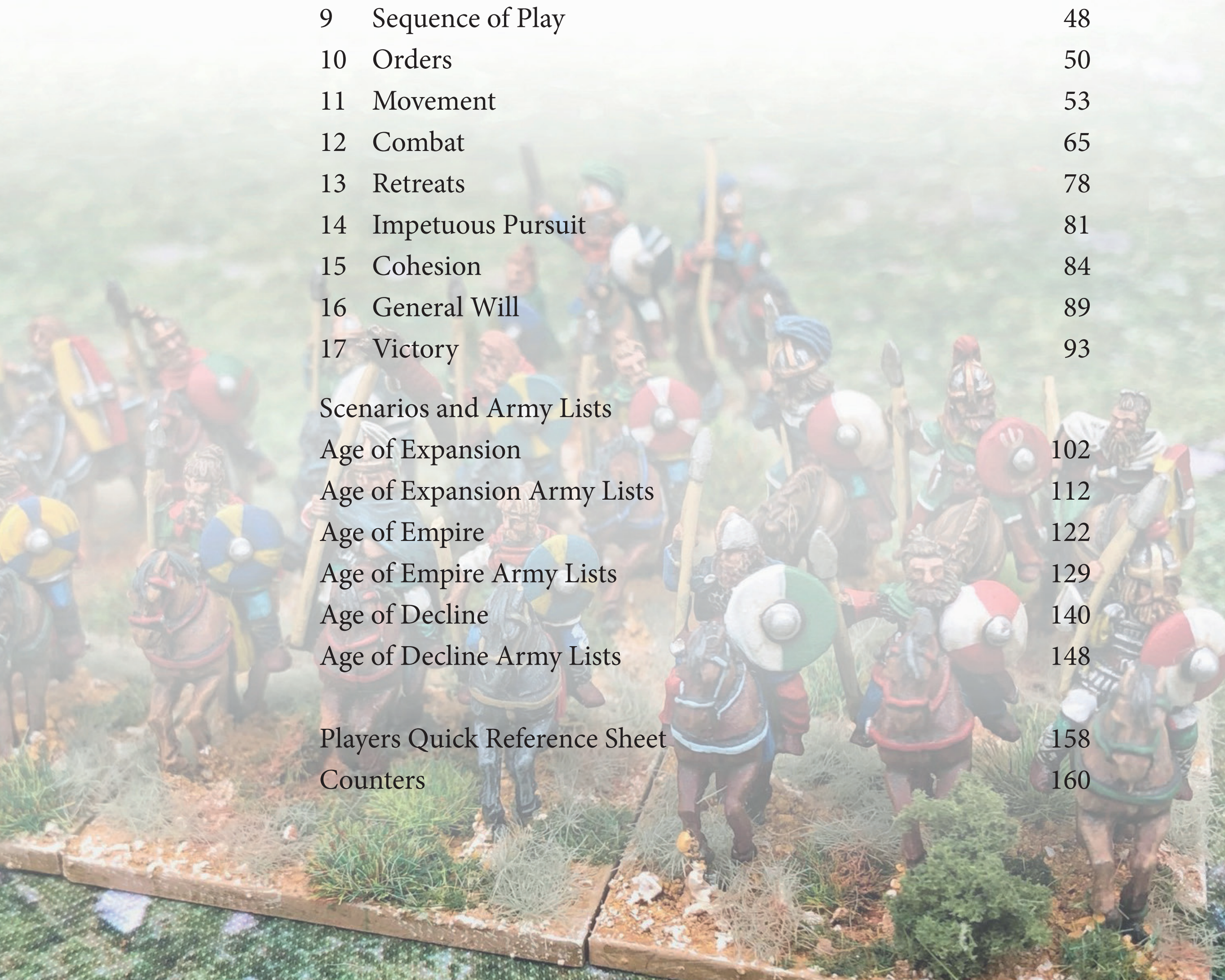

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Back in 1994, I was inspired by Frank Chadwick's *Volley and Bayonet* rules. Their apparent simplicity always seemed to deliver historical outcomes. I hope that I have managed to embrace some of his principles. Thanks, Frank, for many hours of happy gaming over three decades!

As with *In Deo Veritas Equal*, the core group for critical commentary on these rules came from members of the Leicester Wargames Society. In particular, Phillip Hamer, Fergus Johnstone, Greg Robertson, and Ken Wright whose critical contributions were always helpful. I am also grateful to the various other gamers from across the UK that have contributed along the way.

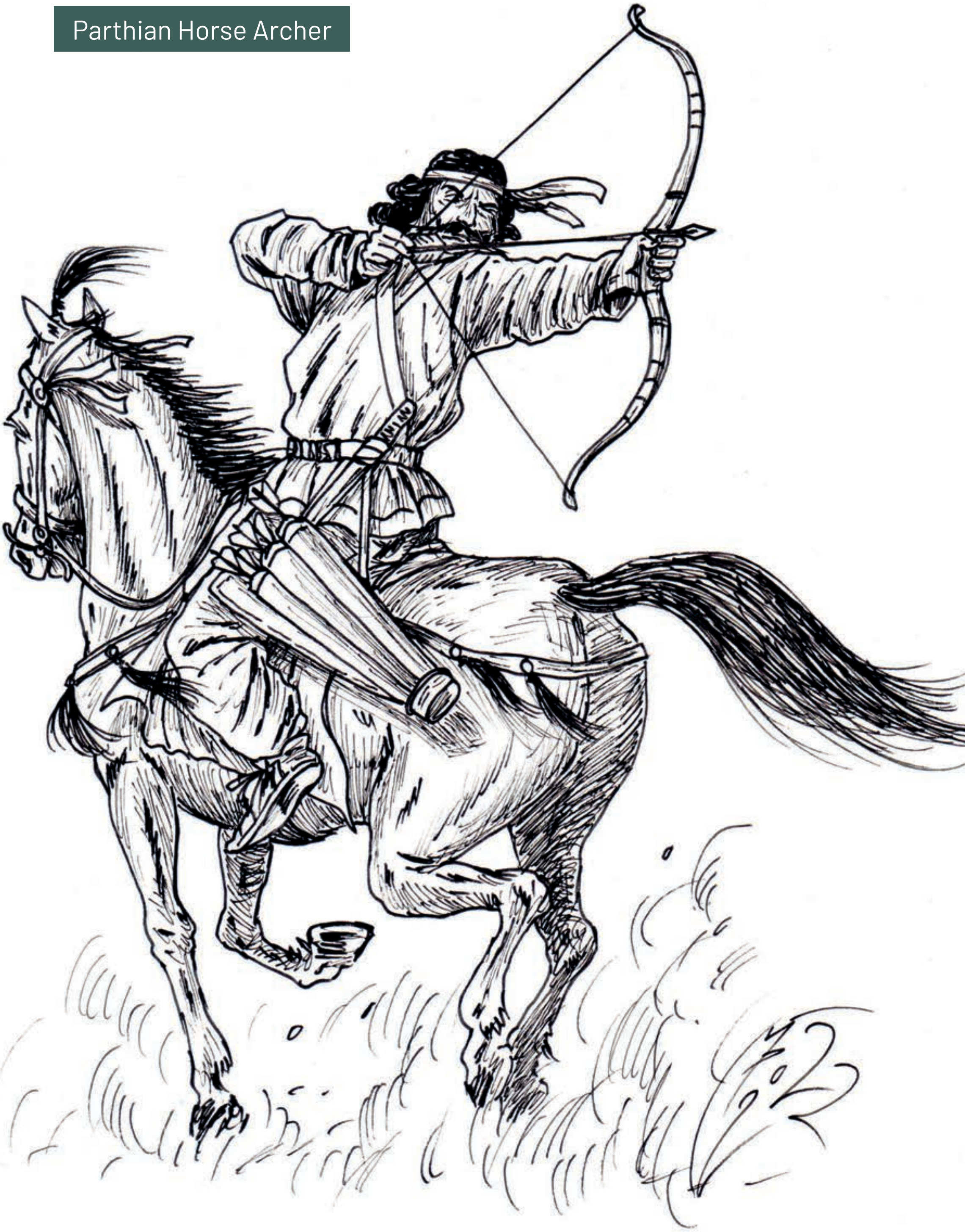
Wargaming would be much less exciting without the efforts of the numerous manufacturers and traders to keep us coming back for more. In my case two have been especially important and I give particular thanks to Stuart Armstrong, of Colonel Bills, and Richard, of Tinywargames, whose Arid Green mat features in my photographs. As we emerge from our enforced isolation you may even see it at a demo game.

Like the manufacturers and traders there are the small army of professional figure painters whose work often goes uncredited. Not this time … the figures in my photographs are from my collection, but they were painted by Alan Bettridge (https://alouby.jimdofree.com/). His main work was simply topped off by my shields and basing. Hours of fun lie ahead.

I have only sincere thanks for Charles Singleton, as the series editor, and the team at Helion for their belief in the future of figure-based wargames. I'm glad that the Helion Wargames project has been a success.

Finally, the wargamers' loved ones should be more lauded than they are. Without their support we would probably have less space and time to pursue our hobby. I thank my son, Alex, and my daughter, Elina, who have supported both projects. As with my first work, the most important acknowledgement goes to my wife. Little did she know that when I started out on my *In Deo Veritas* journey in 2016 that I would still be writing five years later! From that first glint in my eye to this second published work – thanks Julie!

Parthian Horse Archer



Chapter 1

Introduction

For seven centuries the history of warfare in Europe and the Near East was connected to the power of Rome and the success, or otherwise, of its armies. The period covered starts with Rome expanding its dominion into the western Mediterranean, then north into Gaul and Britain, and south and east, into Egypt and along the Black Sea.

By 150 CE the Roman Empire had reached a level that was unparalleled. The next couple of centuries would see the slow decline of Roman power as various invaders attempted to grab a piece of the Empire. The history of the period is littered with revolts and civil wars that sometimes shattered the existing order, setting Rome on a different course.

There are so many opportunities for gamers to choose a slice of this history and use these rules to revisit the battles of the period. The army lists and scenarios provided in the rulebook are a guide for your games.

Roman Field Artillery
(Simon Clark)

Command

Political connection was the common route to generalship but it was success in combat that sorted the able from the pretenders. Generals always reported how well they had conducted their business.

If they were favoured by the political elite then their efforts would be rewarded. Of course, the reverse was true and many able generals did not receive the recognition that they deserved. There were even more commanders who failed. As you might expect history pays more attention to the winners.

The greatest problem with engaging in battle was that the outcome was rarely predictable. Although both sides would set out their forces in the expectation of victory it was often the case that some disaster would happen to one side and cause its downfall. Sometimes this was due to the commander himself being killed, as happened to the Emperor Valens, at the Battle of Adrianople. In Three Ages, the simple maxim is that things can go wrong and things will go wrong, with the feel of the battle being slightly chaotic. The best commanders will overcome these challenges.

Three Ages starts with the basic idea that Veteran commanders will be relatively few in number, having to gain their knowledge from a lifetime of experience, and political appointments will be common, until costly experience sifts out the weaker candidates. The majority of commanders should be able to command effectively and their characteristics do not have a critical influence on the game.

Changes Over the Period

There's no shortage of inspiration in the period covered by this set of rules. The Roman Army makes important transitions from a citizen army to a professional army, and on to a defensive army reliant on external rulers for support. Initially dependent on infantry to secure territory, Rome steadily increased its cavalry forces to provide more mobility when defending its frontiers from external raids.

The sections below provide a brief guide to some of the major opponents for the Roman Army over the seven centuries covered by these rules.

Expansion: 70–30 BCE

The first period of these rules starts with Rome against Carthage, in the first of three Punic Wars (264–146 BCE). As this conflict came towards its end the Romans began new wars, against Macedon, various Greek cities, and the tribes of Illyria (215–148 BCE). Interspersed with these foreign wars were a number of internal campaigns, the most critical of these being the Social War (91–87 BCE) and the Third Servile War (best known for Spartacus, 73–71 BCE). Back on the trail of expansion Caesar invaded and conquered most of Gaul (58–50 BCE) and eliminated his domestic enemies, which ultimately led to his own assassination. For two centuries (219–18 BCE), Rome struggled to assert its power in the Iberian Peninsula. As this period ended, Rome finally secured its prize.

Empire: 30 BCE–200 CE

The Romans spread from Gaul into Germania. After some victories, and several defeats, the Romans settled down to stabilise the border region (16 BCE–50 CE). From Gaul they also invaded Britain, where their forces were more successful. Britain would be held by Rome until the Western Roman Empire collapsed.

Moving east, there were several campaigns against the tribes of Dacia (86–106 CE). After the initial setbacks were overcome, Dacia became a Roman province. The Romans struggled to conquer Parthia (starting in 114 CE). Despite some victories, the Romans did not conquer Parthia. Instead, the country was destroyed by an internal revolt in 224 CE which saw a new dynasty come to power. The rise of the new Sassanid dynasty became a major threat to Rome's eastern frontier.

Despite its successes, the Empire was not a stable institution. In 69 CE there were four emperors, as each gained and lost power during a fiercely disputed civil war. Between 193 CE (The Year of the Five Emperors!) and 197 CE, Septimus Severus grabbed power and eliminated the other three claimants for the title. For a while there was a period of relative peace.

Decline: 200 CE–450 CE

The conflict with the Sassanids started quickly and continued beyond the end of our period. In the various campaigns there were successes and defeats for both sides.

In the north and west, the German tribes joined together and started to challenge the frontier. There were a few major incursions but generally the tribes were repulsed. To the east, there were new enemies. The largely infantry-based Franks and Visigoths pressed hard on the frontier. The cavalry armies of the Ostrogoths and their allies raided much deeper into Roman territory and did major damage to many cities, including Rome itself.

The Roman defences could not resist unaided, and many tribes became paid 'allies' of the Romans. Using these forces the Romans defeated several invasions, including that of the Huns. Ultimately, it was the differing objectives of employer and employed that led to the breakdown of the Empire.

German tribal command (Simon Clark)

Scales

Three Ages was designed with smaller figure scales in mind (between 6 and 15 mm), largely because we felt that players will want their armies to look the part. There's no problem with going larger – 28 mm figures would certainly provide visual impact – but to game the larger battles would need a larger table. All measurements in the rules are for 6–15 mm figures. If you use 28 mm forces then increase all movement and shooting distances by 50%. Things will seem to zip along but you'll get used to dealing with that.

Three Ages has an approximate ground scale of 1 cm = 15 metres. We have designed the rules for battles that will fit on a typical 6' x 4' wargames table, which in game terms is approximately 2,700 metres wide. The rules can easily be used for larger, and smaller, battles.

The nominal time for a turn, including moves by both sides, is about 20–30 minutes. At this rate a 4-hour battle will take about 8–12 turns.

Equipment Needed

NECESSARY

A measure marked in centimetres

A handful of 'normal' D6 dice

Counters for marking disorder – yellow and red

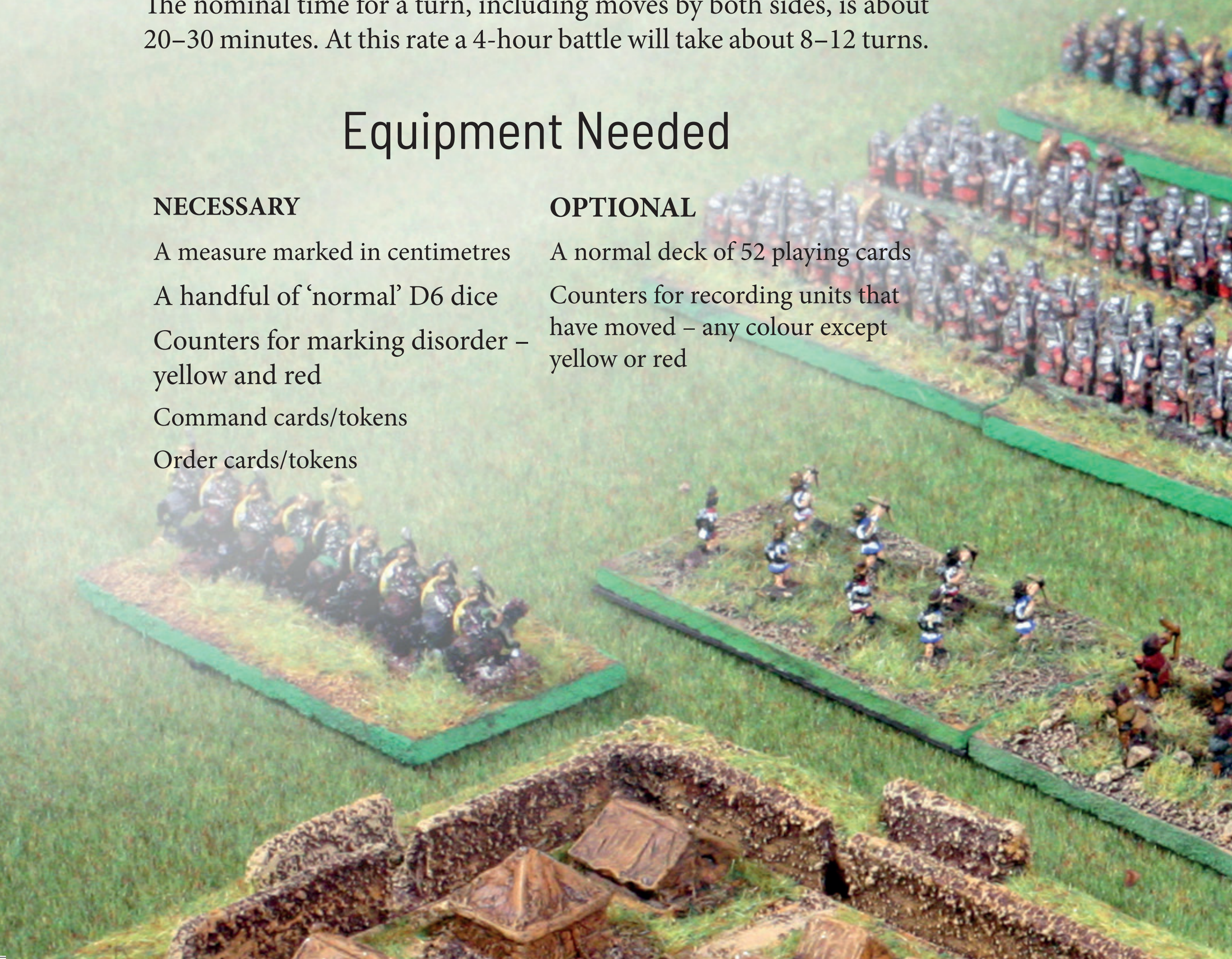
Command cards/tokens

Order cards/tokens

OPTIONAL

A normal deck of 52 playing cards

Counters for recording units that have moved – any colour except yellow or red



Chapter 2

Command

Commanders had to focus on maintaining the morale of the army and keeping its men going even when things didn't seem too good. The normal pattern of battle meant that troops became weary and more disorganised. This gradual deterioration of both sides' ability to carry on fighting usually led to one side collapsing and then trying to get away to safety. The core concepts of Three Ages reflect this progressive decline. Reflecting the general pattern of battle, you should maintain an effective reserve, either to stave off a disastrous collapse or to exploit an unforeseen opportunity.

The Roman Camp at Mons Graupius (Pete Berry/Baccus)

Army Structure

Each army has an overall **army commander**. He has characteristics that serve to help, or hinder, his cause and influence the morale of his troops.

In Three Ages, armies are composed of commands. A typical army will probably have three commands, but sometimes more. If you have a larger army (4 commands or more), or one that is a coalition from different groups, then you may decide to add a deputy army commander.

Each command usually contains at least four major units and possibly some of the smaller units that are used to represent specialist troops, commonly skirmishers.

Roman Command of the early Empire (Simon Clark)

Allies

Many armies were based on alliances. During the period of these rules these were often matters of convenience rather than long-term strategic policy. The majority were sound, but not always. For example, during the series of Punic Wars the Numidians were split, some fighting for Rome and others for Carthage. At Castulo in 211 BCE, Masinissa's Numidian light horse proved invaluable in defeating the Roman Army. Five years later he was fighting with Scipio against his former allies.

When an army includes several units from an allied source these may be combined into an **allied command**. The commander for such a command would act as Army Commander for troops of his own homeland. This could certainly deepen the 'political' context because separate army commanders may not always share the same objectives. In the example of the Romano-Visigothic force at the Catalaunian Fields, the Romans did not seem to be much bothered by their allies' large losses.

This seems to have been a common situation for allies through the period!

Command Cards

Each individual Command should be identifiable by either a card, or a suitable chit. The low-cost option is to take a pack of ordinary playing cards and identify a commander with a particular card, putting the remainder of the deck aside. At the start of each turn the Command cards from both sides are shuffled into a deck and placed face down on the battlefield. During the movement phase these cards are turned over one at a time to identify the sequence of movement for the individual commands (see Sequence of Play, p.48).

Commander's Characteristics

All commanders have an influence on their men, but none more so than the commanding general. In historical games, players will undoubtedly have their views on the nature of their commanders. Where you can agree on historical characteristics then feel free to use them. When these are unknown, or not agreed, you can use the following table to define their characteristics. You can adjust the table to suit the personalities available to the armies at a particular time.

Political appointments were the most common route to leadership. They could be cancelled just as quickly as factions gained and lost supremacy. They may not have lasted for long but such commanders could be in place when the action started.

Roll a D6 and consult the table below:

	Experience		
Characteristic	**0–1 year**	**2–3 years**	**4 years+**
Politico	1–3	1–2	1
Normal	4–5	3–5	2–4
Veteran	6	6	5–6

Celtiberian Warband (Paul Reynolds)

For example, a roll of 3 would give a new appointment the Politico characteristic, but for all others they would be Normal. A roll of 1 for an experienced general would make him a Politico. You could see this as representing someone brought out of retirement to respond to a crisis. In this case, his experience is not necessarily valued by his troops.

If you just want a stand-up fight then you don't have to use these characteristics at all. You are the players and you ultimately have to enjoy your play.

Heroes

Some commanders were more likely to lead from the front. Such 'Heroic' commanders cannot stop an army from losing. They may help when the battle is finely balanced and an extra effort is needed to secure the victory or stave off a collapse. Any command may be led by a hero. This simply adds to the realism of the game.

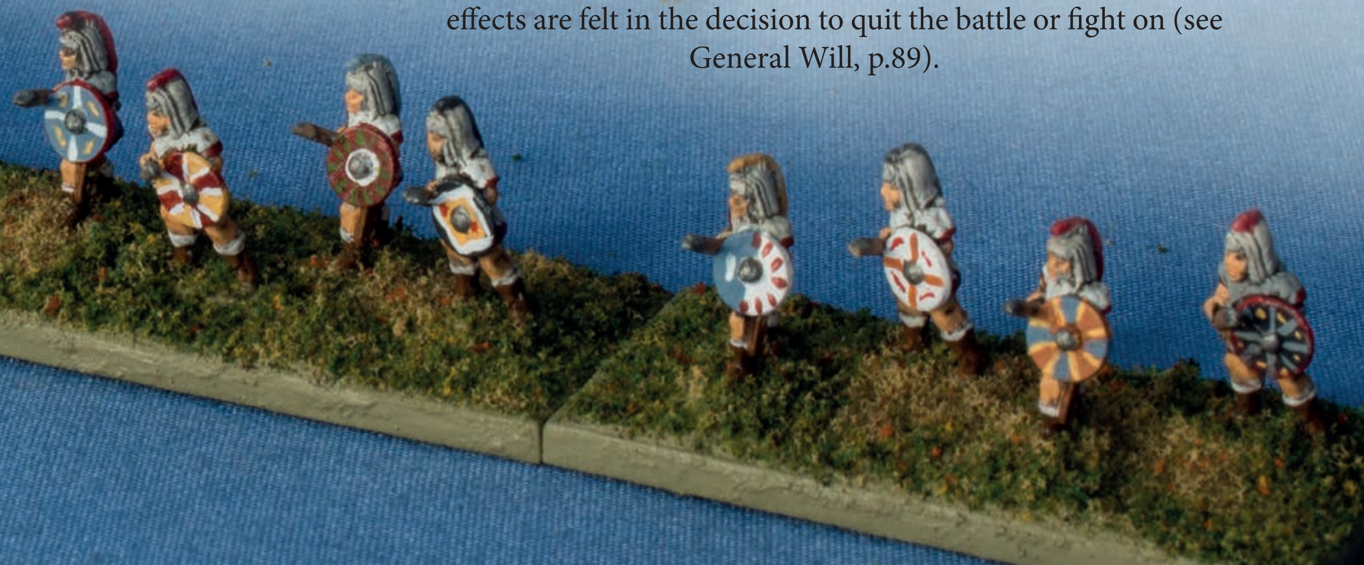
Roll a D6 for each commander. A score of 6 indicates an individual with 'Heroic' characteristics. Sadly, in a campaign it may mean that he may never reach the level of a Veteran!

Heroes often became well known and their loss might be lamented by both sides. This was usually in recognition of a man who had lived his life worthy of the respect of his peers.

The death of a hero general should be recorded for posterity …

Willpower

The question of a commander's willpower also adds to the realism of the game. It depends on many individual factors and the situation of the army. In Three Ages, its influence is not so dramatic but its effects are felt in the decision to quit the battle or fight on (see General Will, p.89).



Before starting the game, roll a D6; a score of 1 indicates a 'weak' will; 2–5 means he is Normal on the day of the battle; a score of 6 indicates a 'strong' will.

Omens and Events

Every culture had some form of religion, intertwined with mythology, usually concerning supernatural beings, the world and the cosmos. These religions would offer guidance about the importance of satisfying the deities, life, death, and the existence of eternity. The last two would be particularly important in a military setting. It was not unusual for a commander to consult an oracle, a priest, or a seer, to seek guidance and ask for good fortune from the gods. Even today, many wargamers believe in the God (or Goddess) of the Dice.

Beyond these supernatural influences, unexpected events could easily change the situation the commander faced. Sometimes commanders were wounded or killed, and the chain of command thrown into confusion. We think that there's a better sense of the unpredictability of war if you use the omens and events provided (p.45), or make up your own to suit your game situation. You, as commander, will have to work with what you have on the day of battle. If you have been disadvantaged by an event but still manage to overcome your opponent then you should expect that your victory will be heralded as so much greater.

Bruttian Warriors (Paul Reynolds)

Chapter 3

Units

The organisation of the soldiers into an army normally used one or more typical methods. In some armies, notably the Romans, the groups were formally organised and their equipment was often provided by the state. More commonly, the groups were not formally organised by the state. Many groups would be mercenaries, often hired for the duration of a war or to provide a force to maintain control over a local population. A third type would be tribal warriors with a primary allegiance to the tribe and its families. Whatever the organisational type, Three Ages assumes that the tactical-level commanders know their business and will organise their soldiers to the best of their abilities.

Each of these methods could be applied to both cavalry and infantry forces. Specialist soldiers such as those mounted on elephants or manning artillery pieces would normally be organised by the state. Irrespective of their type in Three Ages these groups are called **units**. Using this label enables players to easily identify groups that would typically be expected to fight in a

Hannibal's veteran Libyan heavy infantry (Nik Gaukroger) particular style, usually with a fairly standard level of equipment.

In Three Ages there are two important factors affecting the ability of the soldiers to fight and survive the battle. These are the armaments that the soldier possesses and the defensive equipment that he carries. These differences could be distinctive and they are identified under each type of unit.

Infantry Units

In most cases, the infantry was the battle-winning part of the army. Battles were fought man against man in a life-or-death struggle. Those armies that could inflict the maximum damage on the opponent were more likely to achieve success. To get the best chance of success, commanders needed to understand when to push new troops into the line. To be victorious, they had to create a battle-winning push against the enemy.

The most common type of fighters were the foot soldiers, commonly in groups numbering somewhere around 900–1,200 men. The main exception is for pikemen who were generally organised in larger units.

Pike Block

The Macedonian pike block was one of the most effective units in the period. Its reputation was such, that the Romans were still considering its value against the Parthians some 200 years after it had largely gone out of use.

The most common formation was 16 ranks deep, but it could be arranged deeper or wider according to tactical need. In any event, the ranks of 6-metre pikes presented a mass of points to any opposing force. The usual tactic was to place the pike blocks in the centre to pin the enemy while more

mobile units moved around to attack from the flanks.

The main benefit of the formation was its solidity, which provided a morale boost for its soldiers. It was considered to be irresistible by some contemporaries due to the number of weapons it brought to bear. It was not unbeatable. Difficult terrain could cause disorder in its ranks and its compact mass could be a problem if the formation was attacked in the flank or rear.

The typical strength of a pike block unit is approximately 1,500 men.

Massed Infantry

The nature of warfare during this period meant that these groups were usually compact with men fighting shoulder to shoulder. These massed infantry units provided commanders with the ability to hold ground and to provide the battle-winning push.

The infantryman's equipment could vary and these distinctions could define the type of battle that he would fight. Roman soldiers start the period armed in a similar manner to Greek hoplites with shield, spear and some body armour. They evolve into the famous legionary, with a throwing spear (pilum), shield and mail shirt. This equipment almost lasts throughout the period of the Empire until it changes during the decline phase. In this last phase, arms and armour become more varied, with some troops being unarmoured and primarily armed with spears.

The vast majority of soldiers were men with spear and shield. They could be unarmoured but their defensive equipment would usually include some form of body protection. This is the basic form for units in Three Ages. Roman legionaries would carry the pilum which gave them extra impact when charging, or being charged by, the enemy. Their enemies carried their own versions of these heavy weapons. The Iberian soliferrum and the Frankish angon are just two examples.

Adaptable Infantry

These units are a special type of massed infantry. They could sometimes be deployed in looser formations to provide mobility in rough terrain. Examples of these units would include Greek peltasts, some Roman auxilia, or Thracian warriors. They may be deployed as two skirmish bases or one massed infantry base.

Where you can provide evidence for such units then you can include them in your army (see the various army lists for historical examples).

Archers

These units are a special type of massed infantry. The main use for archers was to cause disorder in the enemy line. Their shooting was indiscriminate rather than accurate – three shots per minute from 1,000 bows creates a mass of missiles raining down on the target. Any wound that took an enemy soldier out of the line was a good result. The more wounds, the greater the disorder.

Archers were usually unarmoured and were very vulnerable to massed shooting. As a counter, the Persians sometimes used wicker pavises to shelter their archers. Most archers lacked shields (which could not be used during firing) which made them vulnerable to the enemy's massed infantry.

Rabble

On occasion, masses of recently raised levies appeared on the battlefield. They deployed as massed infantry. These units were poorly equipped and did not often display a desire for prolonged fighting. They may be of little use as anything more than spectators but could be included within a command to give that formation just a little more staying power.

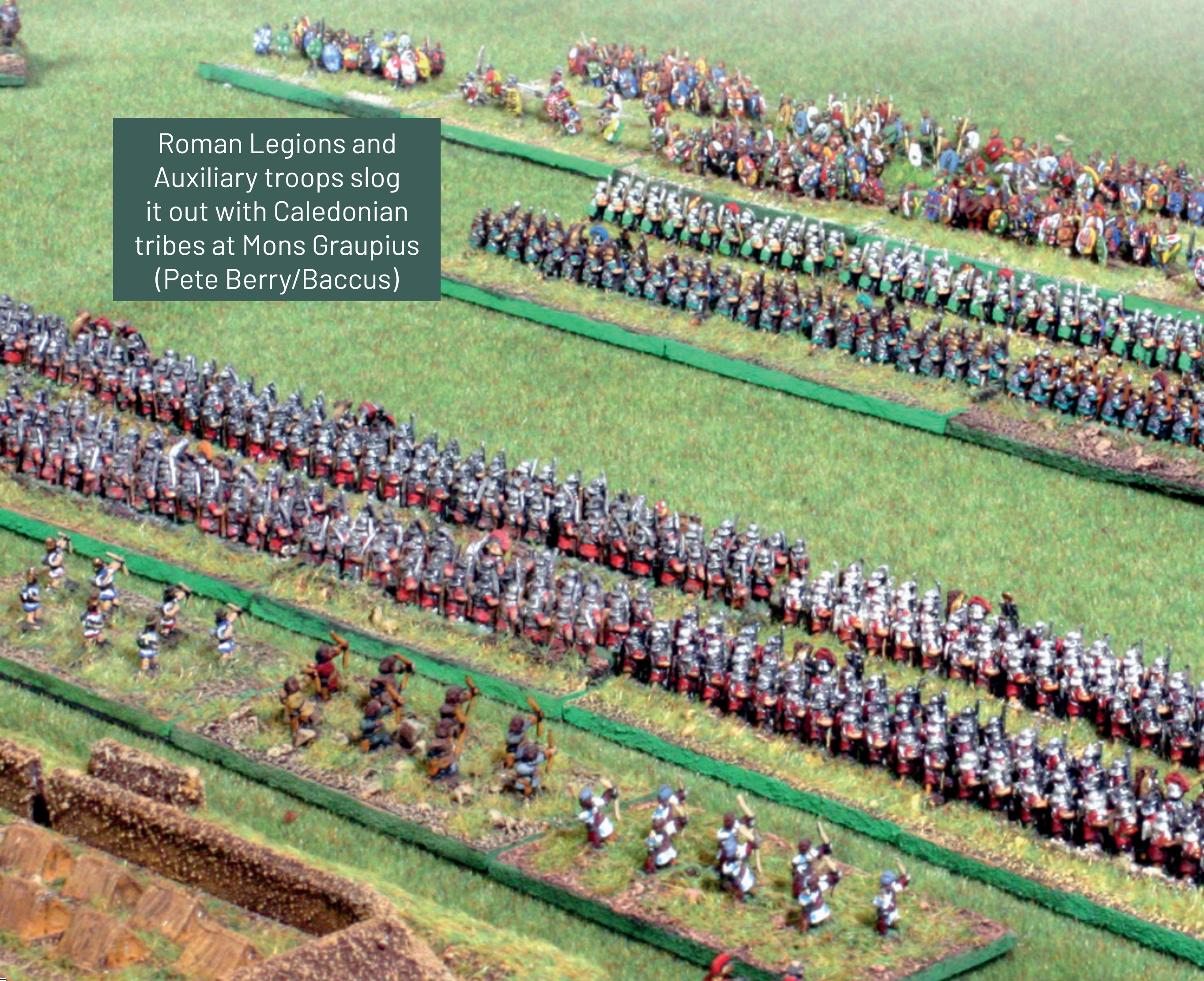
Skirmish Infantry

Skirmishers used a much more open formation than the typical massed infantry unit. They were used to disrupt the flow of the enemy's plan by engaging in limited attacks to hinder progress, and to goad his units into attacking prematurely. It wasn't expected that skirmishers would create many casualties, but they sometimes did if the terrain permitted.

Skirmishers typically carried weapons that allowed them to fight at a distance, such as bows or slings. The other common weapon was the javelin. Skirmishers often had small shields but no armour because they depended on their ability to quickly move away from danger.

Some mercenary types were highly regarded for their skill with their favoured weapon, for example, Cretan archers and Balearic slingers. In contrast, many levy skirmishers had basic javelins, no armour, no shields and little chance of survival. Unsurprisingly, they sometimes disappeared if things weren't going too well for their side.

The normal size for a unit of infantry skirmishers is between 200–400 men.



Roman Legions and Auxiliary troops slog it out with Caledonian tribes at Mons Graupius (Pete Berry/Baccus)

Elephants

The elephant's main use was to cause chaos in the enemy's ranks. Against infantry, this could be done by a direct charge. Against cavalry, the effect could also be achieved by noise and smell which could disorder horses unused to elephants. On top of the elephant there were usually one or two crew, sometimes astride (counting as shieldless) and sometimes in a fighting compartment, or howdah (counting as shielded). Similarly, elephants are usually considered to be unarmoured. There were occasions where a few elephants were armoured but these are rare. The crew could have a variety of weapons, these are factored into the elephant's combat scores.

The main problem for armies using elephants was that the animal might panic if it was wounded, or the mahout (driver) was killed. If an elephant panicked there was no way to control it and it could then cause damage to either side.

A unit of elephants represents approximately 10 animals with their crews.

Artillery

Larger stone-throwing engines were too heavy to use on a battlefield (some weighed in at over two tonnes) and their use was mostly limited to sieges. There were, however, examples of small catapults (often referred to as scorpions or cheiroballista) being used by Greek- or Roman-style armies. These were relatively portable and could be broken down into loads that moved in a similar way to the heavy weapons teams of today. The Romans mounted some of these weapons on carts (carroballistae) to make them even more mobile.

Although these could be accurate weapons in trained hands, their scarcity meant that their battlefield use was limited. A unit of artillery represents 10 of these weapons with their crews.

Mounted Units

Massed Cavalry

The most common type of massed cavalry is a grouping of 400–600 men. Like its infantry equivalent, it frequently represents a combination of soldiers from a number of units.

The majority of these men were armoured but some may have lacked this basic protection. They were usually armed with spears, or sometimes lances. Whether they had shields would often depend on where the unit came from. For example, Alexander's Macedonian cavalry commonly used lances and lacked shields. His opponents, the Persians, generally used javelins and short spears and carried shields. You will need to do a little research on your chosen army to identify what equipment they used. The lists after the rules will give you a guide to some of the major armies of the period.

A few cavalry units were composed of fully armoured soldiers. Their armour could be metal or horn but it covered the body, arms and legs. Such heavily armoured men would ride on similarly armoured horses. These soldiers are often referred to as cataphracts and they were very expensive to maintain; because of this expense most armies did not use this type. Their full equipment is a common source of debate. Even the name of the troop type raises questions, are they cataphracts or clibanarii? These debates simply highlight the lack of sufficiently consistent, accurate information available to historians. Whatever you want to call them, these soldiers were often the most experienced units in an army and are probably Veteran.

Skirmish Cavalry

Just like the infantry skirmishers these units used a much more open formation than the typical massed cavalry unit. They were used to distract the opposing commanders by threatening the enemy flanks or attacking the enemy's camp while the battle was being fought. If, at the end of the battle, the opportunity arose to pursue a fleeing enemy then they would be the best troops for the job.

Most units would be tribal or mercenary but some later armies, such as the Romans and Byzantines, maintained permanent units to provide scouting and protection for their field armies. Western cavalry skirmishers typically carried javelins. Those of Eastern origin were more likely to carry bows, although some might also have javelins as well. Like the infantry skirmishers these troops often had small shields but little armour.

The normal size for a unit of cavalry skirmishers is between 200–400 men.

Chariots

Some armies had warriors that rode in chariots. Most of these were used in a role similar to that of the skirmish cavalry described above. A major difference was that these warriors often wore armour and carried shields. Chariots like those of the Celts needed two horses, making them vulnerable to missiles. Without any clear advantage, the extra resources needed to keep chariot forces in the field meant

that most were steadily phased out and replaced by cavalry.

The other type of chariot was very rare and only used by a few armies (identified in the army lists). These were the scythed chariots of the Eastern armies. Usually pulled by 4 horses (sometimes armoured) they were aimed at their target by an armoured driver. It seems that many of these drivers did not stay with the chariot as it closed in on the enemy. Needless to say, they were not especially effective. They did, however, have a nuisance value because armies could not just let them hit a massed infantry target as the result would have been chaos. Light troops were the usual answer, either killing the horses or the driver.

Sassanid light cavalry (Nik Gaukroger)

Additional Unit Characteristics

These elements provide more historical accuracy for your armies. They allow a greater degree of differentiation between armies. You will find many of the army lists include these characteristics where they are relevant.

Impact weapons	These weapons provided extra impact at the moment of contacting the enemy. They include heavy throwing spears, such as the Frankish angon and the famous Roman pilum; heavy cutting weapons such as the Thracian rhomphaia; cavalry lances; elephants and scythed chariots.
Supported	Some massed units included a significant proportion of archers to provide some distant shooting capability. The purpose was to disorder an enemy before engaging in melee combat.
Shields	Not all soldiers had these important defensive items. This made them more vulnerable to shooting and in melee combat.
Heavy armour and Horse armour	This refers to troops that had a higher level of personal armour than most soldiers of the time. As noted above, some body protection was normal but full armour was rare. An example would be the issue of extra protection to some Roman legionaries during the Dacian Wars. Similarly, a fully armoured cataphract cavalry unit, with full horse armour, would be classed as having heavy armour *and* horse armour. Many of these units did not have shields so lost some of the benefits.

Chapter 4

Troop Quality

Throughout the period covered by these rules it is difficult to gain specific information about an army's units before, or during, a battle. Many battles were fought where one side had no written record, so what has come down to us is shaped by the side that had people to record its deeds. Even then, many 'historical' sources were written hundreds of years after the battle so their accuracy is often questionable. As with the commanders' characteristics, you should consider the historical performance as a guide to the ratings that you use. Don't forget that units that performed well on one occasion did not always perform well at other times. For example, Alexander's famed Argyraspides went on to serve Eumenes but subsequently sold him out to Antigonus. Your rating needs to be able to reflect the spread of possibilities.

In Three Ages, there are three levels of troop quality.

Greek slingers (Simon Clark)

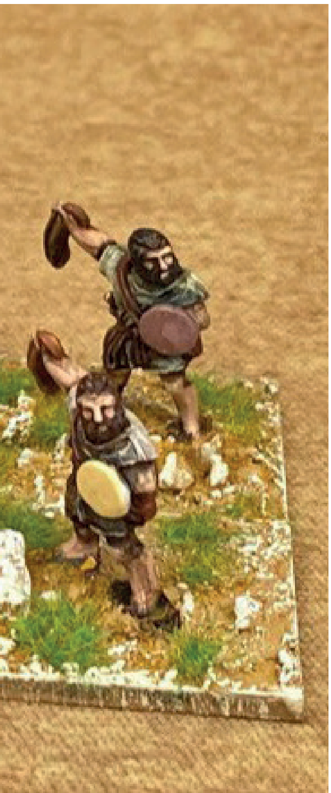
Levels of Quality

Raw

This reflects the normal state of many units during the period. There was a lot to learn before they could fight effectively. Losses from sickness and desertion meant that units could lose half of their strength before any battle took place. Their places were often filled with levies from the local area or captured prisoners willing to change sides. Units that are newly raised and lack training, or are conscripted from unwilling sources, are likely to be Raw.

Many cities had militia units that were supposed to have some rudimentary training. The quality of this training was very varied. In some instances, they fought to the death to defend their homes; on others they simply melted away at the first sign of battle. You will have to decide how you want to classify such troops.

Some cavalry units, for example those units lacking equipment or on poor quality mounts, may also be classed as Raw. Other problems can affect properly trained troops. For example, an effective cavalry depends on sufficient forage, and a lack of supplies would soon have an effect. In such circumstances a rating of raw is perfectly justifiable.



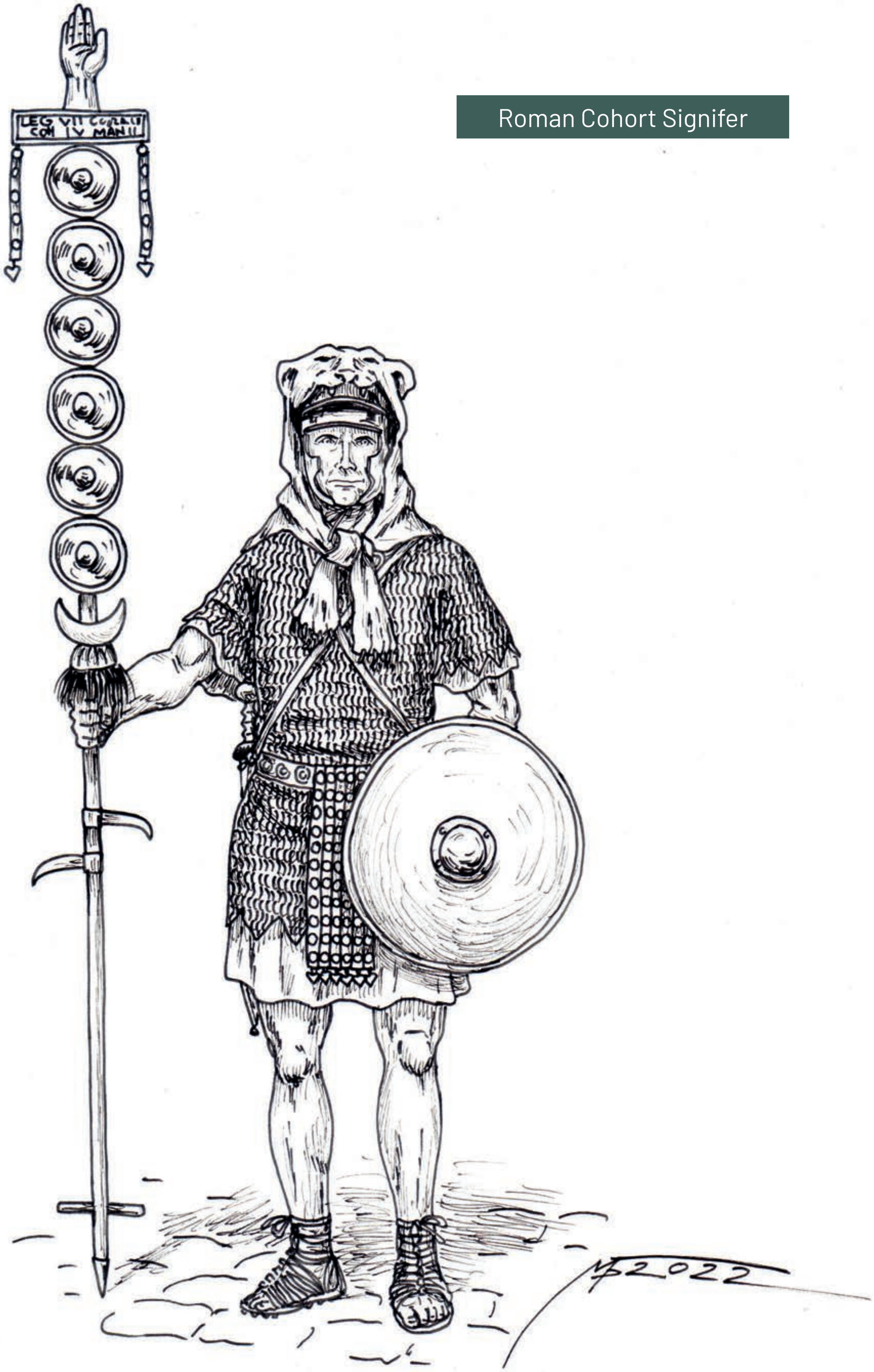
Rabble units are always considered to be Raw.

Trained

Units that have a core of experienced soldiers, and been in existence for some time, can reasonably be called trained. They should be well supplied if they are to fight effectively.

Veteran

Units that have seen battle on several occasions are not likely to be very numerous. They are fairly rare because battles were not very frequent and they were as subject to losses from disease as their raw counterparts. For example, records show that up to 10% of soldiers


LEG VII
COH IV MAN II

Roman Cohort Signifer

in garrison on Hadrian's Wall were unfit for duty simply because of eye infections.

It was difficult for commanders not to use these troops to their fullest value. They knew that their veterans' experience would be invaluable when the time came. Of course, this would probably impact on the number available for the next battle.

As a simple guideline, a unit that has been in the field for three years or more, and not destroyed at some point, may be classed as Veteran. The exceptions to this rule are that elephants and scythed chariots may never be classed as Veteran.

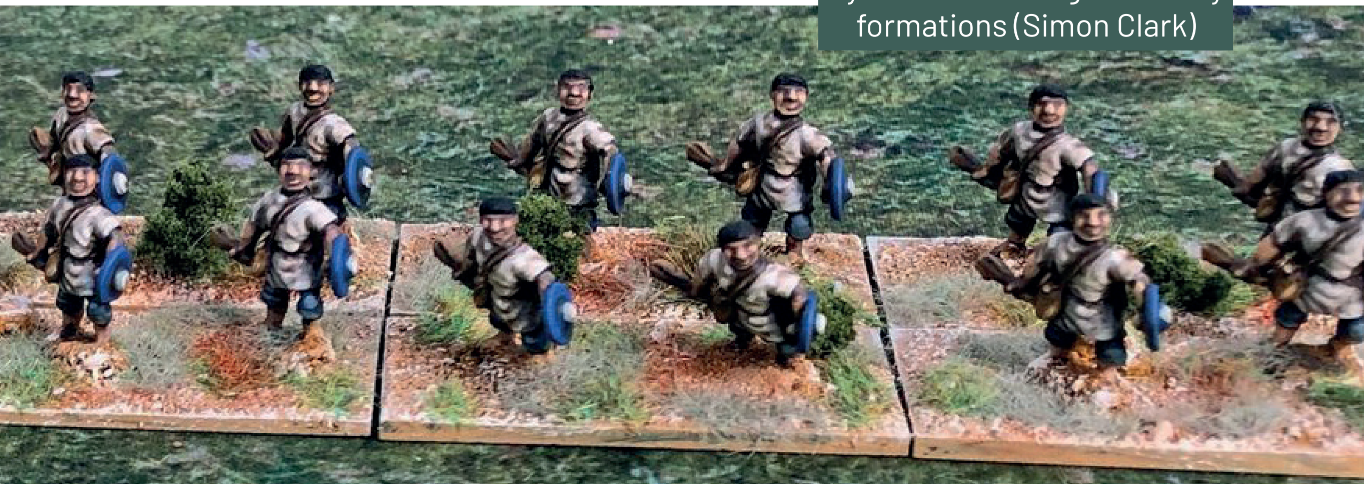
Unit Cohesion

This is a simple mechanism which is at the heart of the game. It recognises that units become progressively weaker as disorder sets in. Better units may recover more quickly but the effects of combat are likely to take their toll, regardless of the unit's quality.

There are four basic states:

Sound	No markers	The normal state for a unit.
Disordered	***yellow marker***	Some loss of control but usually recoverable.
Disrupted	***red marker***	Serious loss of control and more difficult to deal with.
Routed	***red and yellow***	There is no control!

Each downward step moves the unit toward the bottom of this list (and its probable destruction!)



Byzantine Psiloi light infantry formations (Simon Clark)

Chapter 5

Basing

The important thing is to decide the look that you want to achieve for your bases. In our 15 mm armies, 12 figures work well for massed infantry. Our skirmisher units have fewer figures and are more open to reflect their typical irregular nature. The number of figures indicated above in italics is purely a guide and has no impact on the game.

Putting more figures on the army commander's base helps to distinguish him from the other commanders. You could use a slightly larger base if you prefer. As alternatives you could use circular or hexagonal bases for your commanders. It really depends on what look you want to achieve. As long as it's possible to identify the individual and his level then it really is your choice.

A Note on Base Sizes

Most players will have existing armies that they want to use. The more important dimension for basing is the width of the bases. Historically, there would have been many variations in the numbers of ranks and files. Three Ages has a higher commander's perspective so such individual variation is impossible to replicate. Therefore, we decided to set the unit width using a 'typical' frontage for 1,000 foot soldiers in 8 ranks.

The depth is less critical. This dimension creates a space for the unit to occupy. It does not represent the actual depth of the formation. For several types of unit, (artillery, chariots and elephants) it is usually the model that dictates the physical dimension of the base. Given these constraints, it's clear that this dimension must be used more flexibly.

Players using 80 mm-wide bases will find using these rules very easy. In many cases 40 mm-wide bases can simply be used side by side. Similarly, it's a relatively easy adjustment for players with armies based to 120 mm.

If you have 60 mm frontage bases then it's possible to think of using sabots, but the easiest option is simply to use your figures as they are. You will need to decide how to maintain the 'missing' 1 cm gap at the edge of the base, but there are many ways that this could be done.

When using larger figures (20–28 mm), if you want to maintain the underpinning force: space ratio, you will have to increase all movement and shooting distances by 50%. This has the obvious downside of reducing the scale distance on the table for the bigger battles. You could, of course, choose to ignore the ratio and use the rules as they are written.

Ultimately, it is critical that you enjoy the way that your forces look on the table.

Sassanid Cataphracts (Nik Gaukroger

Base Sizes

	6 to 15 mm			**20 to 28 mm**		
	Width	**Depth**	**Figs**	**Width**	**Depth**	**Figs**
Army Commanders	40 mm	40 mm	*3*	50 mm	50 mm	*2*
Commanders	40 mm	40 mm	*2*	50 mm	50 mm	*1*
Massed Infantry	80 mm	30 mm	*12*	120 mm	50 mm	*10*
Pike blocks	80 mm	50 mm	*21*	120 mm	80 mm	*15*
Infantry skirmishers	40 mm	40 mm	*3–4*	60 mm	60 mm	*3–4*
Elephants	40 mm	50 mm	*1*	60 mm	80 mm	*1*
Artillery	40 mm	50 mm	*1*	60 mm	80 mm	*1*
Massed cavalry	80 mm	50 mm	*7–8*	120 mm	60 mm	*5–6*
Cavalry skirmishers	80 mm	50 mm	*3–4*	120 mm	60 mm	*3–4*
Chariots	40 mm	50 mm	*1*	60 mm	80 mm	*1*

Later Carthaginian close order troops (Paul Reynolds)

Chapter 6

The Battlefield

The terrain for the majority of historical games can usually be organised by the gamers probably agreeing the terrain in advance. Club night games usually require less preparation and you may wish to be more random in your choice of battlefield. The terrain generator below reflects the typical features found on many battlefields.

Terrain

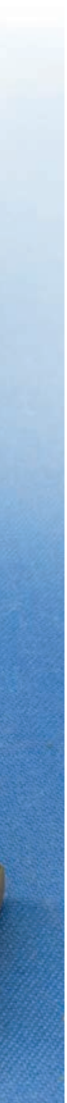
Brief definitions of types of terrain are given below. When fighting historical battles players will obviously need to consider the spirit of the definitions rather than taking them as an absolute. All measurements are for 6–15 mm figures. If you use 28 mm forces then you could increase the template dimensions by up to 50%.

There are three basic types of terrain and their effects of terrain on movement and combat are dealt with in the relevant sections of the rules.

Linear obstacles include roads, streams, hedges and walls, (usually found alongside roads and defining enclosures). These need to be clearly identifiable on the table.

Difficult terrain includes very rough ground, the space inside enclosures (e.g. ploughed fields, crops, vines, etc.), marshy ground/ponds, second levels of hills, buildings and woods. These need to be defined areas on the table with distinct edges that can be lined by defending units. It's best to have moveable trees, bushes, buildings, etc. Then you can be flexible about where in the area your units are placed.

Impassable terrain includes unfordable rivers, lakes, cliffs, etc.



Stream/River	A player may need up to 100 cm of stream pieces. These can be shared across different streams as long as the minimum length of any individual stream is at least 40 cm. A player may join his stream pieces onto the other player's streams. A stream starts at any point on the table edge and may come to an end on the battlefield. An individual stream may split at a junction to become two diverging streams; either or both of which may end on the battlefield. You may place one ford or bridge for each 60 cm of stream.
Hills	Although hills are very varied in shape, and you will use what you have in your terrain box, you should consider the following as a guide for the hills in this game. A hill needs a clearly defined edge. The total edge length for any level 1 hill should not be less than 50 cm or more than 80 cm. Hills may be placed on any open space large enough to accommodate their shape. Larger areas of hills can be made by placing two, or more, hills adjacent to each other. A hill may be placed under a stream, either at the table edge or on the battlefield. **Exception**: A hill cannot be placed so that a stream goes through its crest line (water flows downhill!) A level 2 hill is represented by a feature, with a total edge length of no more than 40 cm, placed on top of a level 1 hill. A crest line is helpful to indicate when troops will be visible.
Difficult Terrain (unless otherwise defined below)	These areas should be irregular. The total edge length for any individual area should be at least 40 cm and not exceed 60 cm. Marsh templates must either be placed adjacent to a stream or at the table edge. Larger areas can be made by placing two or more templates adjacent to each other.

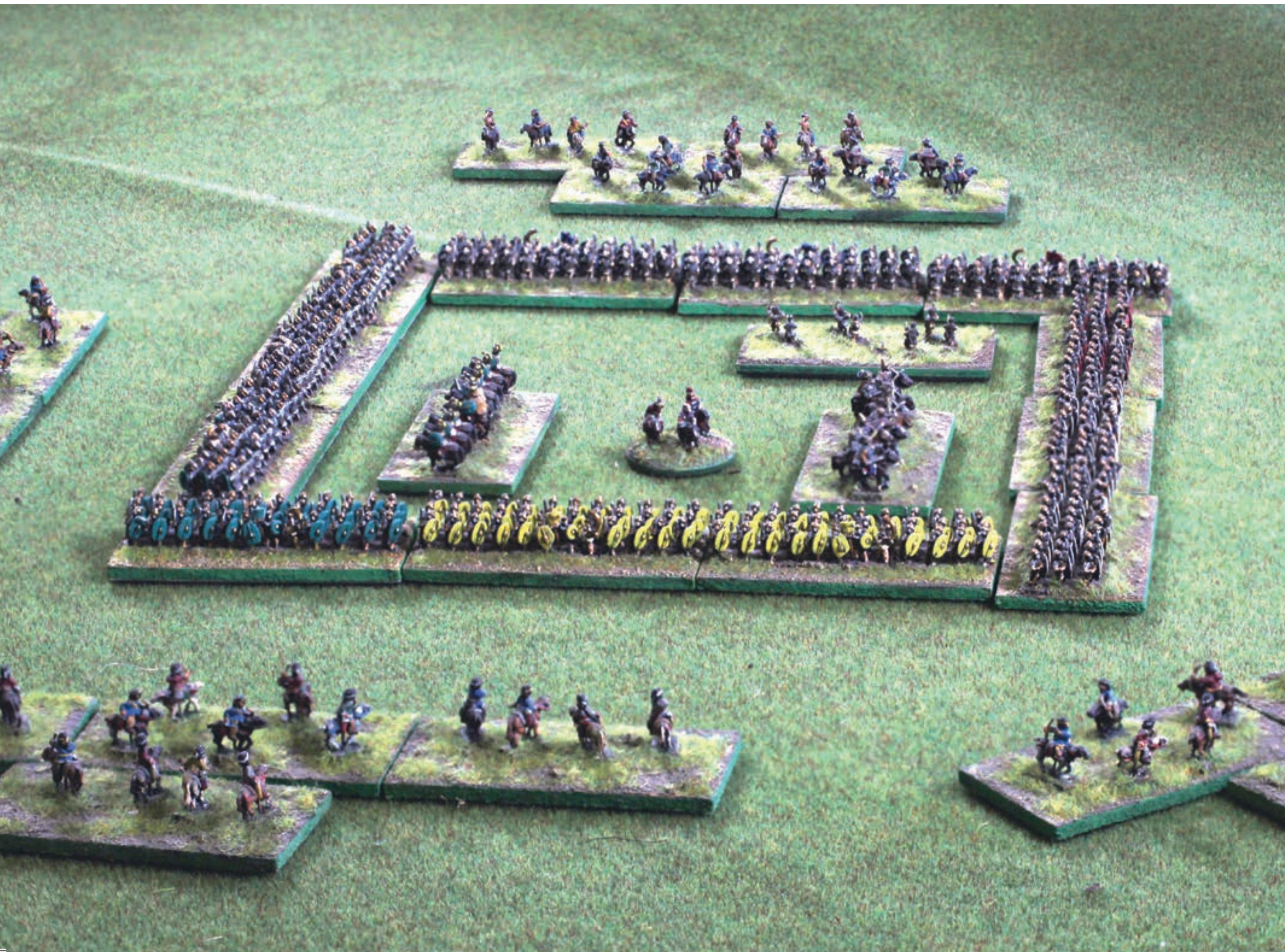
Woods	A wooded area needs a clearly defined edge and the total edge length for an individual wooded area should be at least 40 cm and not exceed 60 cm. Woods may be placed on any open space large enough to accommodate the area. They may be placed on hills, or over streams (the stream runs through the wood). Larger woods can be made by placing two or more wooded areas adjacent to each other.
Buildings	'Buildings' are shown as a defined template 10 cm long and 10 cm wide. Each template has a capacity of one pike block, two units, or three skirmishers. Buildings may be placed on any open space, including on a hill, large enough to accommodate the template(s). They may be placed over streams (the stream runs through the village). Multiple templates may be placed adjacent to each other to create larger built-up areas.
Enclosures	An enclosure is represented by a set of four edges (ditches, fences, hedges or walls) on a defined template. The template is 10 cm long and 10 cm wide, one pike block. Each template has a capacity of one pike block, two units, or three skirmishers. Larger areas can be made by placing two or more templates adjacent to each other. Enclosures may be placed on any open space, including on a hill, large enough to accommodate the template. They may be placed over streams (the stream runs through the enclosure).
Hasty Fortifications	A hasty (field) fortification is represented by a fieldwork or wagons on one edge of a defined template. The template is 10 cm wide, with a variable depth to suit your models. Larger areas can be made by placing two or more templates adjacent to each other. Significant fortifications, such as town walls, require customised features and are beyond the scope of these rules.

Terrain Generator

This allows players to create battlefields when they do not have a historical map to guide them. Each army commander rolls a D6 for each type of terrain in the sequence below. The score indicates the number of pieces, or templates, that the player has to place. In each category players should take it in turns to place their pieces. When one player has more of a type than his opponent, he should place his extra pieces once his opponent has completed his placements. Where space permits players may place their terrain pieces adjacent to the other player's pieces to create larger areas.

Both players should complete their placement of each type before rolling for the next type.

The pieces can be placed anywhere on the battlefield subject to the notes for each type above.



Mediterranean and Middle Eastern Battles

		Die roll					
Sequence		**1**	**2**	**3**	**4**	**5**	**6**
1	**Streams**	0	0	0	60 cm	60 cm	80 cm
2	**Marshes**	0	0	0	0	1	2
3	**Hills**	0	1	2	3	4	4
4	**Buildings**	0	0	1	1	1	2
5	**Difficult terrain**	0	0	1	1	2	2
6	**Woods**	0	0	0	1	2	2

Northern European Battles

		Die roll					
Sequence		**1**	**2**	**3**	**4**	**5**	**6**
1	**Streams**	0	0	0	80 cm	80 cm	100 cm
2	**Marshes**	0	0	1	1	2	2
3	**Hills**	0	1	2	3	4	4
4	**Buildings**	0	0	1	1	1	1
5	**Difficult terrain**	0	0	1	1	2	2
6	**Woods**	0	1	2	3	4	4

Carrhae, 53BC. Crassus and his troops find themselves in something of a pickle (Pete Berry/Baccus)

Chapter 7

Deployment

Getting the right troops to the right place, at the right time, is an art.

Those historic commanders that are considered to be exceptional would often create surprise by their deployments. The idea of unsettling your opponent before the battle begins is obvious but it's not easy to achieve. As an example, for several days before the Battle of Ilipa in 206 BCE, Scipio did not deploy his troops until the Carthaginians had advanced from their camp. Each time he deployed his legions in the centre with his Iberians on the wings, and the Carthaginians organised their troops to attack this deployment. Scipio knew that the time was right to strike.

Sassanid light infantry
(Nik Gaukroger)

On the day of battle, Scipio sent his cavalry and light troops against the Carthaginians at daybreak. His main force followed with the legions on the wings and his Iberians in the centre; the Carthaginians were not expecting a Roman advance and were caught unprepared, and they struggled to get out of their camp and into formation. Worse, the Carthaginian commanders now saw that their previous deployment was wrong for the new Roman set-up. Too late to rearrange their lines, the disorganised defenders were unable to resist and Scipio's army achieved a decisive victory.

Few historical commanders would be considered exceptional and often one side simply advanced to attack the other, perhaps out of confidence (it's alleged that Flaminius ignored several bad omens before the disaster of Trasimene, 217 BCE), or perhaps out of necessity. For example, at Krimisos, in 341 BCE, Timoleon was seriously outnumbered so he decided to make a surprise attack which succeeded in repelling his Carthaginian enemy.

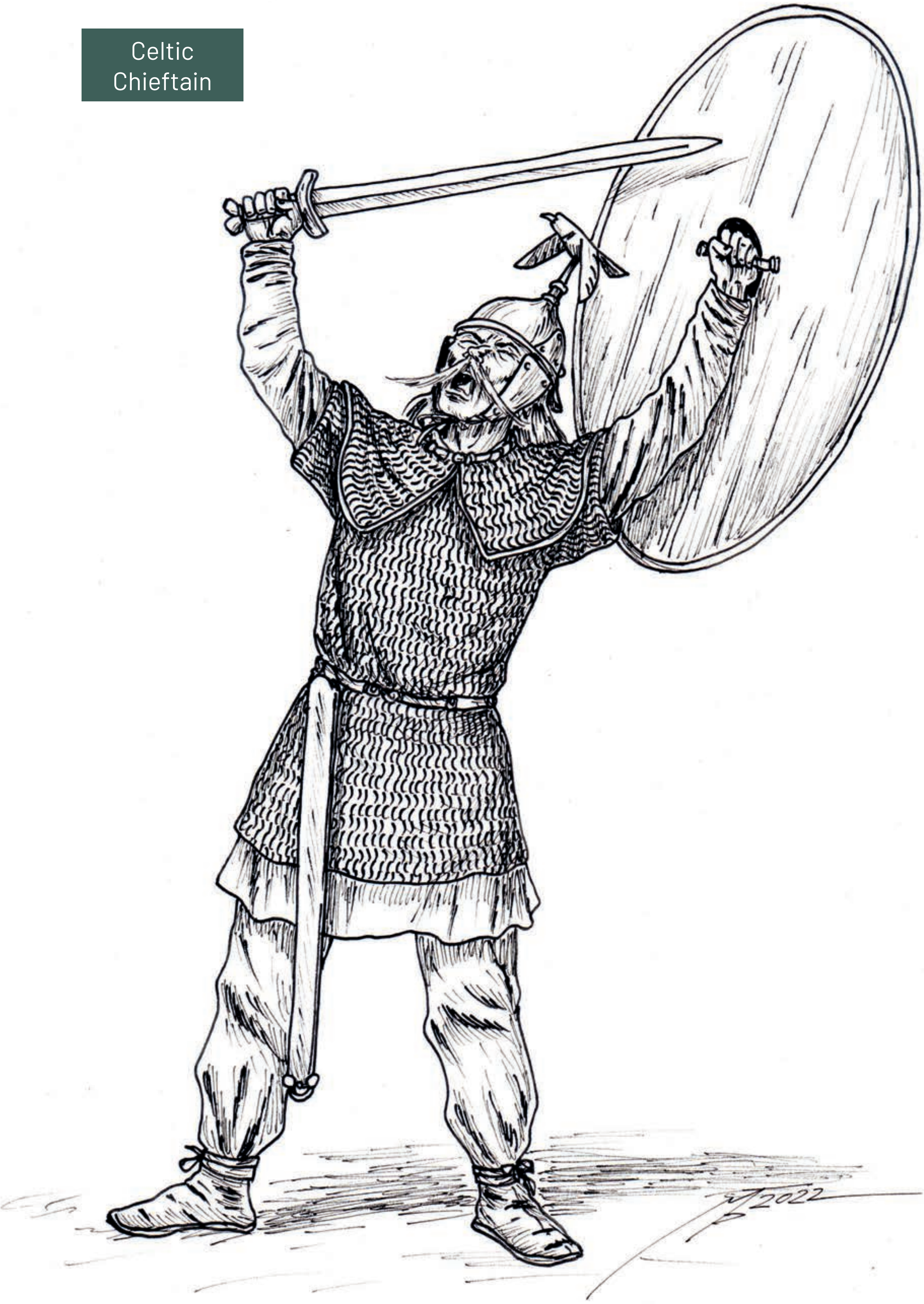
Some you win and some you lose. The result is in the gift of the gods.

Scouting

The main purpose of scouting is not to get caught unawares, but there was little effective intelligence gathering. Armies were sometimes surprised by the presence of their enemies. Armies that had substantial forces of light troops, particularly skirmish cavalry, were more able to locate the enemy. Scouting represents the screen around the army; it follows that an army short on skirmishers is vulnerable.

Multiply the number of skirmish cavalry units in your army by two, and add the number of skirmish infantry units. Divide this total by three, and add the roll of a D6; deducting 1 if your General is a Politico or adding 1 if he is a Veteran (see General Characteristics in the Army List section of the rules). This number is your army's scouting score which may be important for your deployment.

Celtic Chieftain



Troop Deployment

The normal deployment area is 30 cm from the respective long table edges. Flank marches and ambushes may be deployed outside of this area (see below).

Both Generals roll a D6, deducting 2 if your General is a Politico or adding 1 if your General is Veteran, and compare the scores. The lower scorer places his first command. The higher scorer then places his first command. This sequence continues until both sides have placed all of their commands. If one army has more commands than the other, follow this process until the smaller army has placed all of its commands and then the larger force places any remaining commands.

After both sides have completed their deployment, if there is a scouting difference, then the side with the higher scouting score rolls a D6. It may then redeploy a number of units equal to the die score, deducting 1 if the commander is a Politico or if the enemy commander is a Veteran.

Visibility

Three Ages uses the normal practice of **Line of Sight (LOS)**. The distances involved were usually small, so if a line of sight can be traced between two units, they can see each other.

The only times when this basic rule does not apply are:

In wooded areas visibility is limited to 10 cm; this distance represents a degree of scouting ahead rather than actual contact. As soon as a moving unit ‘spots’ an enemy unit, or multiple skirmishers, it must stop moving for that turn. This represents its commanders organising the next stage of their approach to the enemy. Once the enemy is spotted it remains in sight until it moves more than 10 cm away. Units may continue to move if the ‘spotted’ enemy is only a single skirmisher.

Ambushes and Flank Marches

Players may wish to designate one unit or more as an **ambush** to be hidden in, or behind, a terrain feature. The ambushers should be marked on a map prior to the start of the game. These units remain invisible until they move, shoot or are spotted by enemy units moving into line of sight. Once they move or fire the ambushers are visible in the normal manner. As long as it remains stationary in the terrain feature the ambusher receives a saving throw in any combat as the key benefit of being initially hidden.

Players may wish to designate a command to provide a **flank march**. The point of entry for this command should be marked on a map prior to the start of the game. The choice of entry point affects the turn of entry. The command may not enter the battlefield until the game turn shown on the map below. On the turn that it enters it must wait until its card is drawn before moving on to the battlefield.

4	5	6	6	5	4
3					3
2					2
1					1

Flank march – owning player's baseline

Chapter 8

Omens and Events

The various cultures of the period could be very superstitious and interpret unusual events as good, or bad, omens for the forthcoming battle. Offerings could be made to the Gods to show how righteous the cause was. At Vercellae, in 101 BCE, Gaius Marius is said to have looked into the entrails of the sacrificed animals to gain a premonition of victory.

Sometimes these events created favourable opportunities and sometimes the outcome was less happy. This section of Three Ages provides a degree of uncertainty and adds a deeper level of context to your battles. The events are not so critical as to make the battle one-sided and we are sure that you will find your games enhanced by this arrangement.

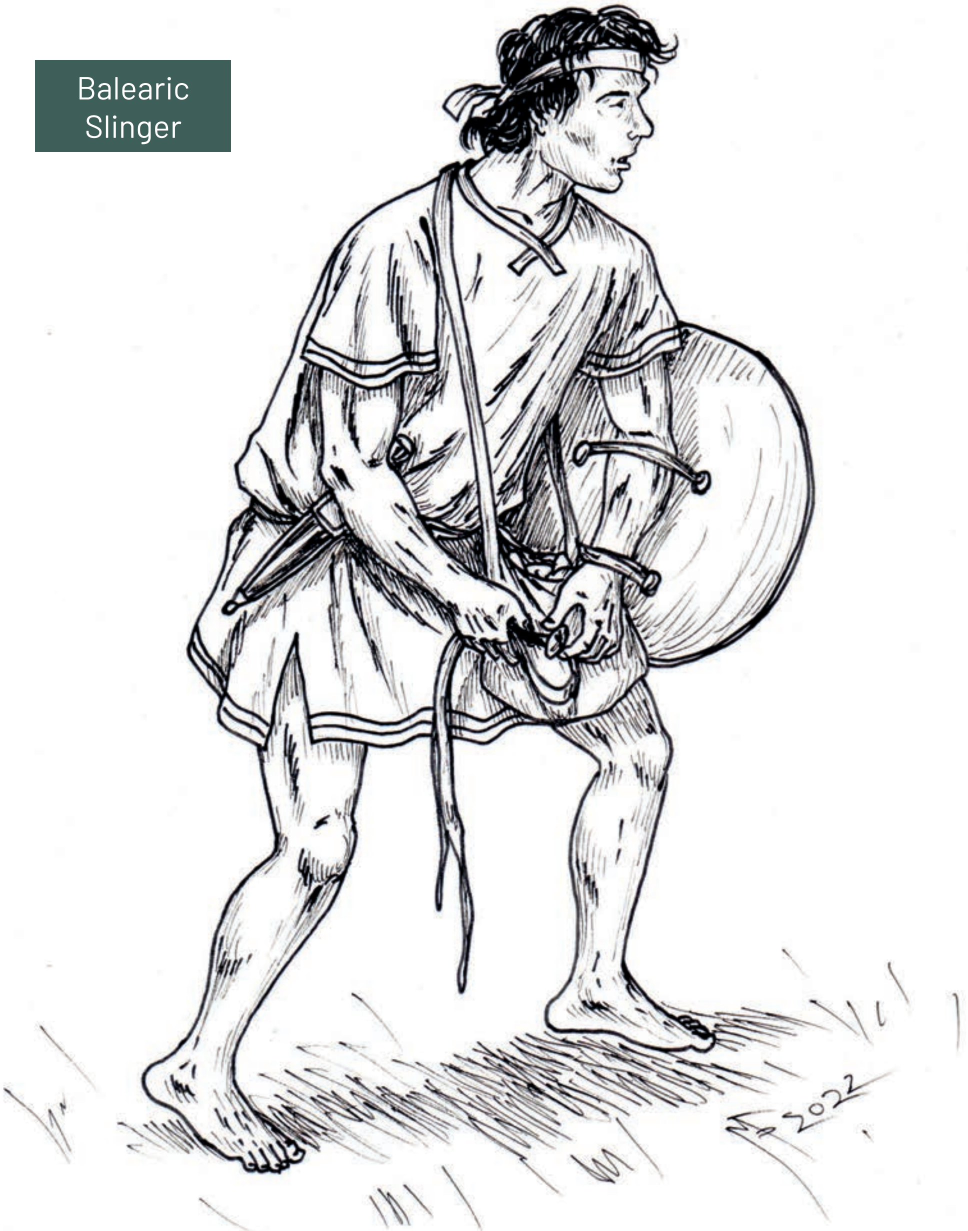
Using a normal pack of 52 playing cards, both players draw a card from the deck at the start of the game. A black card (club or spade) with a value from 1 (Ace) to 10 means that there is an action (or two as both players could draw a black card). Refer to the table below to see what happens. All other cards mean that 'nothing happens'. Keep your card at the table edge as you may need to use it to gain advantage from an event.

Sometimes something might happen immediately and sometimes the event may occur during the game. If you draw a 'nothing happens' card then it's best not to say what it is because the uncertainty can be left to work on your opponent.

Discard the event card once it has been used.

Feel free to change or add new Events or Omens to suit your preferences or represent known events from historical actions.

Balearic Slinger



1	**Gloria!** Once in the battle, you may attach your army commander to a unit, within his command move distance, that engages in melee. His presence encourages the unit; play this card to give the unit a +1 modifier to its hit dice for the turn.
2	**Town is closed.** The local town is reluctant to provide food and quarters for your army. The inhabitants feel that they don't have sufficient for their own needs and those of two armies. To be fair, they are not favouring anyone. At the start of the battle roll a D6 for each of your Trained units – a score of 1 means that you reduce its troop quality to Raw, as a result of lack of provisions.
3	**A curse on your enemies!** Play this card once at any time during the game. Choose your moment carefully. Present this card to your enemy before he makes the die roll that you want to affect. He does not make the roll and the result will be an automatic failure.
4	**Seize the moment!** This card allows you to declare one of your commands to be the next command to move. At some point in the battle, **before** turning the next card in the command deck, play this card and identify which of your commands is to move next (obviously you shouldn't leave too late!). Once your command has completed its turn play resumes using the deck as usual. When the card for the chosen command is actually turned it is placed at the bottom of the deck and play moves to the next card.
5	**Settled in nicely.** After both sides have deployed their troops, place two hasty fortifications, each of 10 cm frontage, anywhere in your deployment area. These can represent abatis, pits, stakes, or similar obstructions (if you are fighting an encounter battle then ignore this event).
6	**He's here! He's here!** At the start of the battle appoint one of your commanders to be a hero at no points cost.
7	**Welcome friends!** Your plea for support has been heard. Just before the start of the battle you receive additional troops and you can allocate them to your existing commands. Roll a D6: a score of 1 = 2 units of infantry; 2–3 = 1 unit of infantry; 4–5 = 1 unit of cavalry; 6 = 2 units of cavalry. Roll for each unit's quality: 1 = Raw; 2–5 = Trained 6 = Veteran.
8	**Prove him wrong!** Your seer has predicted bad things for you this day. These bad omens play on your mind and when you take any General Will test you must add 1 to your die roll.
9	**Just too hot!** At the start of the battle, roll a D6. After this number of turns, **all melee dice scores, on both sides,** suffer a –1 reduction as the troops begin to suffer from the heat.
10	**O Fortuna!** You are blessed with good luck. Play this card once at any time during the game. One failed die roll may be rolled again, and the re-roll result must be applied.

Chapter 9

Sequence of Play

Both players use the following phase sequence for each turn:

1	**Orders**	Both army commanders issue orders to all commands in their armies. Place the selected order face down next to the command's General.
2	**Movement**	At the start of the turn, shuffle the commanders' cards (see p.13) and place them face down in a deck. Turn over the top card and move this command's units in accord with its orders. **A unit must complete its actions or decline to act before any other unit in the command is moved.** When all of the command's units have taken their actions turn the next card in the deck. Repeat the sequence until all commands, **on both sides**, have completed their turns.
3	**Combat**	All units, **on both sides**, may conduct shooting. This is considered a simultaneous activity. When all shooting has completed move on to melees. Both players roll a D6 and then resolve any melees in the sequence chosen by the higher-scoring player. A unit testing for Impetuous Pursuit tests immediately **and before** any other melee combat is resolved.

Once all commands have completed the combat phase then both players carry out the following checks to see how their armies are coping with the strain of battle.

1	**Reform**	Both sides may try to reform any of their units that are disordered, disrupted or routed (but not destroyed).
2	**Confidence**	Both players test the confidence of any command that has lost its commander, or contains a unit that is routed, or contains a unit that has been destroyed, or currently left the battlefield.
3	**General Will**	Army commanders with a command suffering from fatigue must test to see if their army will keep fighting. **This may apply to both sides simultaneously.**
4	**Commanders move**	Any commanders may be moved.
5	**Replace commanders**	Replace commanders as needed due to capture, wounds, death, or shameful conduct.

If the battle has not ended then the players start the next turn.

Middle Imperial Roman Cavalry (Simon Clark)

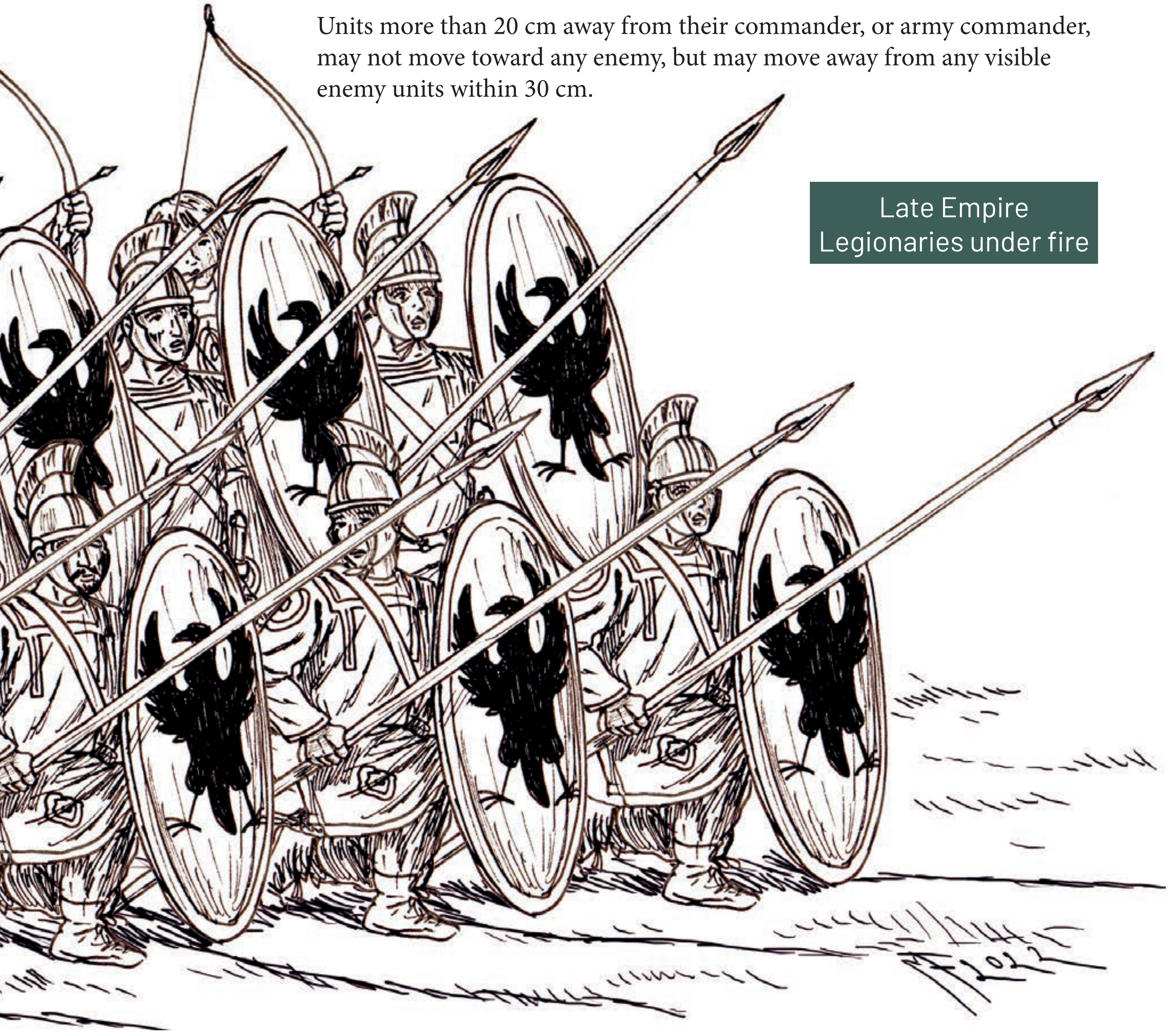
Chapter 10

Orders

The units in a command within 15 cm of their own commander, or their army commander, are considered to be under command. The command may be given one of the following orders:

Hold	At least half of the units in the command must remain in their current position. No unit in the command may be moved nearer to known enemy than the current nearest unit in the command. That means that a leading unit may be joined by its friends but they may not close with the enemy. Behind this 'frontline', the units of the command may be moved without problem but they may not end their move more than 30 cm from the commanding General.
Attack	This order is needed to close up to the enemy. At least half of the units in the command must move nearer to known enemy positions.
Withdraw	At least half of the units in the command must be moved away from any known enemy.

Units more than 20 cm away from their commander, or army commander, may not move toward any enemy, but may move away from any visible enemy units within 30 cm.



Late Empire Legionaries under fire

Missing Commander?

If a commander is missing for some reason, then his command may still function but not as reliably as if he was in control. Roll a D6, modify the score as required, and consult the following table:

Deduct 1 if the command is fatigued

Deduct 2 if the command is exhausted

Attempted Order	**Quality of the majority of the units in the Command**		
	Raw	**Trained**	**Veteran**
Hold	1–2 Withdraw 3–6 Hold	1 Withdraw 2–6 Hold	1–6 Hold
Attack	1 Withdraw 2–4 Hold 5–6 Attack	1–2 Hold 3–6 Attack	1–3 Hold 4–6 Attack
Withdraw	1–5 Withdraw 6 Hold	1–5 Withdraw 6 Hold	1–4 Withdraw 5–6 Hold

If the modified score is negative then treat it as a score of 1.

Chapter 11

Movement

There are two important sections here. The first is concerned with moving around on the battlefield. The second is concerned with the mechanics of engaging in combat with the enemy.

Roman Legionaries of the Middle Empire (Simon Clark)

Manoeuvre

	Normal	March Column	Difficult Terrain
Massed infantry	20 cm	30 cm	10 cm
Pike blocks	15 cm	30 cm	10 cm **and disorder**
Skirmish infantry	25 cm	30 cm	20 cm
Artillery	10 cm	n/a	n/a
Elephants	15 cm	n/a	10 cm **and disorder**
Massed cavalry	30 cm	40 cm	10 cm **and disorder**
Skirmish cavalry	40 cm	40 cm	20 cm
Chariots	30 cm	n/a	10 cm **and disorder**
Commanders	40 cm	n/a	20 cm

Spanish Caetratii, light infantry (Simon Clark)

Changing a Unit's Facing

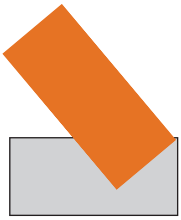
Units may not make oblique moves. They must first turn, then move, then turn back to the original facing. This manoeuvre can take different amounts of time depending on the type of unit involved.

A turn of 180 degrees is a simple manoeuvre and it usually takes no time for most units (with the exception of Rabble units and Artillery). Artillery and Rabble units take half a move to turn through 180 degrees.

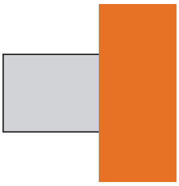
A normal unit may pivot up to 90 degrees on one of its front corners. Alternatively, it may turn 90 degrees with its new facing based on the centre of one end of its current position. The movement costs are the same. The change may be made at any point during the unit's movement.

Exception: A Rabble unit takes a full move to pivot or turn up to 90 degrees.

Pivot



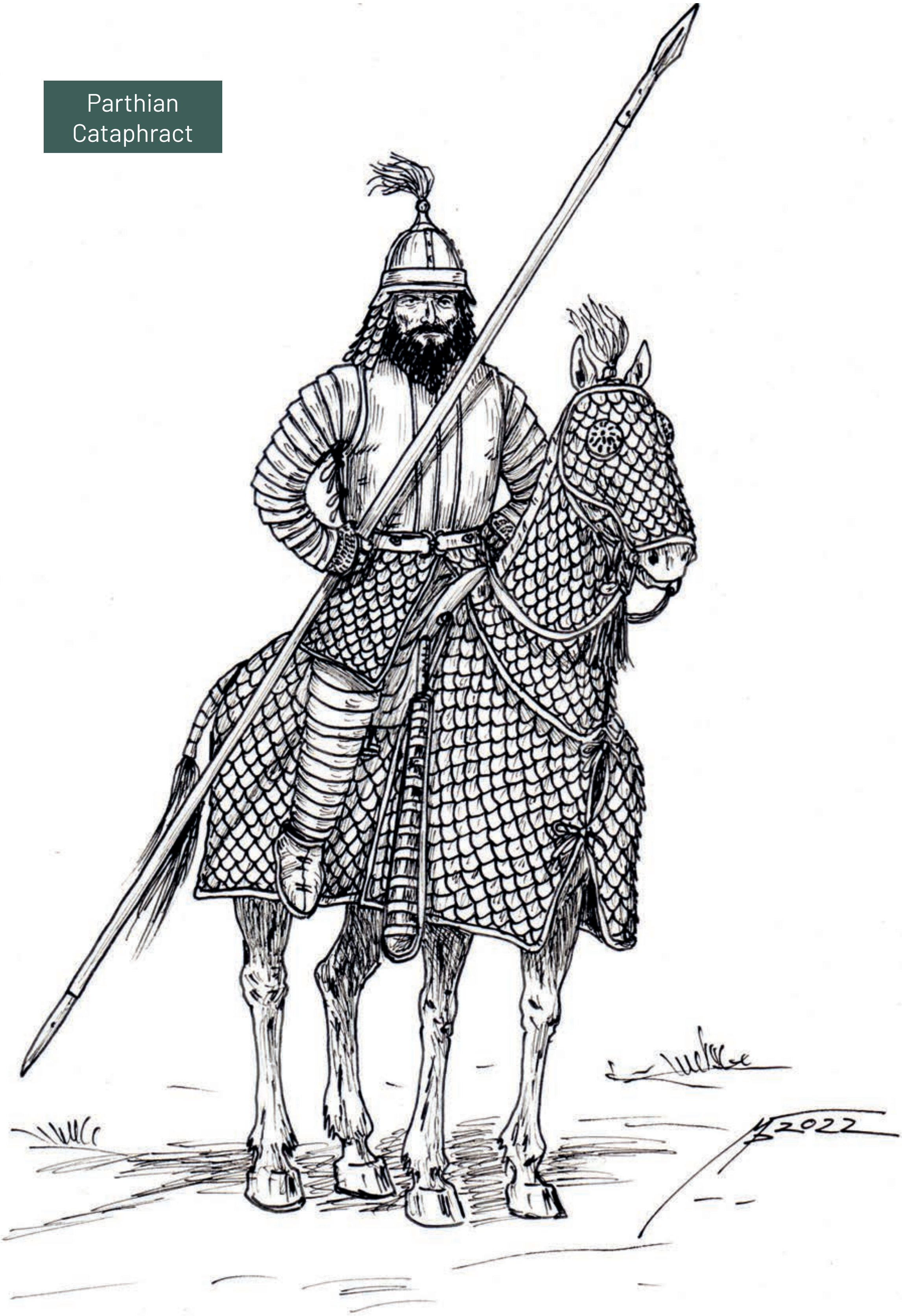
Turn



The following table shows the movement costs for changing facing up to 90 degrees.

Half Move		Free
Pike blocks	Massed units	Skirmishers
Artillery	Chariots	Commanders
	Elephants	

Parthian
Cataphract



Adaptable Units

An adaptable unit may operate either as a massed unit or as skirmishers. It may be deployed in either formation at the start of the battle.

An adaptable unit takes a complete turn to break down into two skirmish units. Similarly, the two skirmish units must be adjacent to each other and take a full move to recombine into a massed unit. If one of the skirmish units is destroyed then the other skirmisher remains permanently in this formation.

March Columns

March columns are a means of manoeuvring more easily across the battlefield before deploying for combat. Use the march column movement rates when in this formation.

A march column takes a complete turn to form (although units may start the battle in this formation). It takes a full move to reform to a combat formation.

A unit in march column is shown by an extra base, of the same size as the unit, which is placed behind the original base.

The extra base has no value other than as a formation marker. It is not a combat formation so it does not have any fire or melee value. It is, however, vulnerable and if attacked the unit counts as being attacked in the flank, with the increased chance of disorder.

Interpenetration

In normal movement, **moving** massed units may not move through each other.

A massed unit may pass through a **stationary** massed unit but the stationary unit must not move, either before or after the interpenetration, in that movement phase. You will need to identify any unit that has been moved through in this way (a coloured counter is the easiest method for this).

A massed unit may move through a skirmisher, and a skirmisher may move through a massed unit, without penalty.

Interpenetration caused by the results of combat is dealt with under retreat path (see p.78).

Deploying Artillery

Deploying artillery takes half a move and the unit may fire in the immediately following combat phase. A deployed artillery unit takes half a move to prepare for moving. It can then make half a move. It may not fire in the shooting phase because it is in movement mode. It has to deploy again before it may shoot.

Movement and Terrain

Linear obstacles (see p.35). A unit that has paid the movement cost to cross an obstacle is assumed to have the whole of its front edge completely over the obstacle. Although the features usually have two sides you only pay the cost to cross once.

Movement Costs to Cross Linear Obstacles		
Full move		**Half move**
Pike blocks	Elephants	Commanders
Massed infantry	Massed cavalry	Skirmishers
The following may only cross at marked crossing points.		
Artillery	Rabble	
Chariots		

A unit defending a linear obstacle is assumed to have the whole front of its base behind the obstacle; it is assumed that the troops will conform to the shape of the obstacle.

Difficult terrain (see p.35). Units in march column are not affected by difficult terrain but do pay any penalties for linear obstacles.

Impassable terrain (see p.35). As the name indicates, no movement permitted.

Contacting the Enemy

In Three Ages units make contact by declaring a charge on a target unit, taking any relevant combat zone tests, and moving into contact. The charge move is a normal move in all respects and is subject to all normal limitations. The charging unit may, however, be forced to recoil, or worse, as a result of the shooting phase and that would prevent the melee from happening.

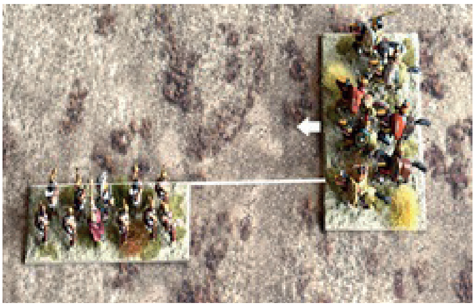
Contact may be made on the front, flank, or the rear of the target unit. The diagrams below show the criteria for flank and rear attacks. Once contact is made both charger and target are locked in position. There is no edging along to align with, or conform to, the target unit. It follows that multiple unit melees, unless planned carefully in advance, are likely to be messy affairs. This may have implications for any shooting into the melee from outside, or for any unit attempting to join the melee.

Carthaginian Sacred Band (Nik Gaukroger)

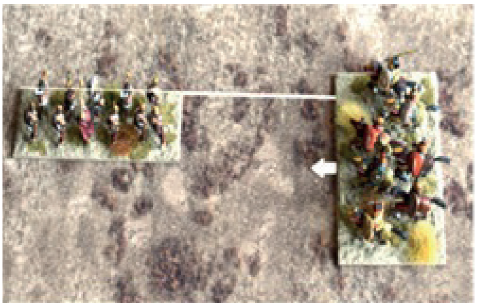
There are benefits from charging into the flank or rear of the opponent. These two ideas are defined below. If the contact is not a flank or rear charge then it is simply considered to be a frontal contact.

Flank Attacks

A flank attack is one that **starts with** the centre of the front edge of the attacker's base behind a line extended across the front edge of the defender's base.



X



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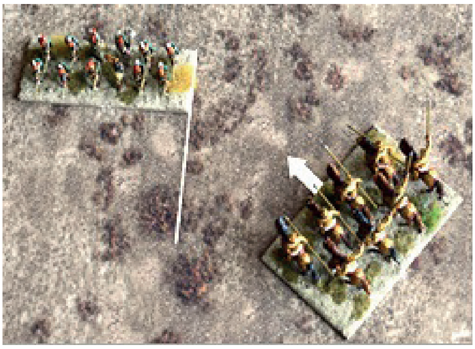
Rear Attacks

A rear attack is one that **starts with** the centre of the front edge of the attacker's base directly behind the defender and inside a line extended directly from the front corner of the defender's base.



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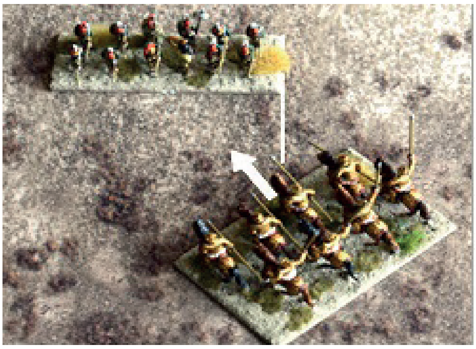

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In the left-hand image, the attack is not a rear charge but it is a flank charge.

Evading

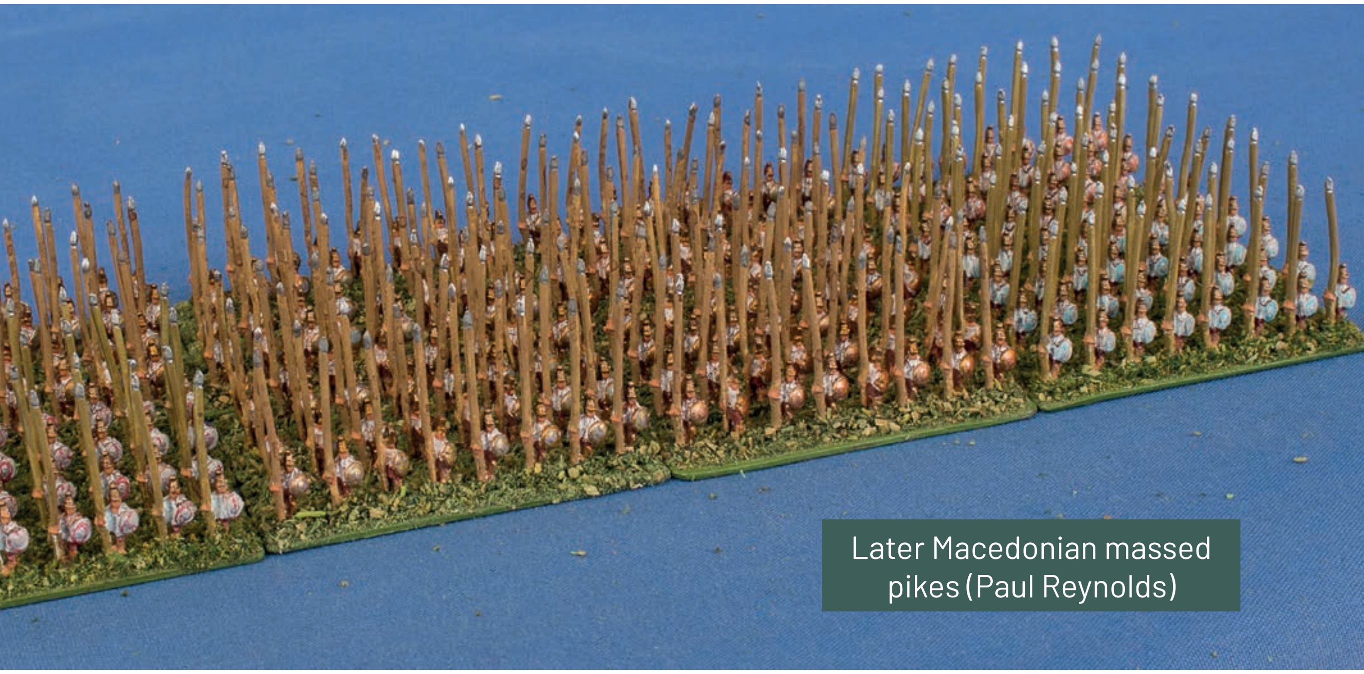
A skirmish unit may attempt to avoid an enemy charge. To be successful it must test using the following table.

Roll a D6. A modified score of 4, or more, is a successful evade

Mounted	+1
Veteran	+1
Raw	−1
In difficult terrain	−1

If the evading unit is successful, it makes a half move directly away from the charging unit. The evade move is subject to all normal movement restrictions regarding interpenetration, difficult terrain, etc.

If the original target successfully evades then the charging unit has the option of continuing its charge or halting on the target's original position. If the charge is continued it is possible that another unit could become a potential target. If the next target is a skirmish unit, it would have the option to evade. If the new target is a massed unit, it would not have an option to evade and would be contacted by the charging unit.



Later Macedonian massed pikes (Paul Reynolds)

If the evade attempt is unsuccessful, the skirmish unit holds its ground. The charging unit is moved into contact. Both sides then conduct shooting and melee combat as normal.

Movement in the 'Combat Zone'

There is a 5 cm 'combat zone' directly in front of each non-skirmisher unit. Any unit attempting to move within 5 cm of the front of an enemy non-skirmish unit, may fail to complete its move.

A unit that is only turning, with no further movement, does not need to take this test.

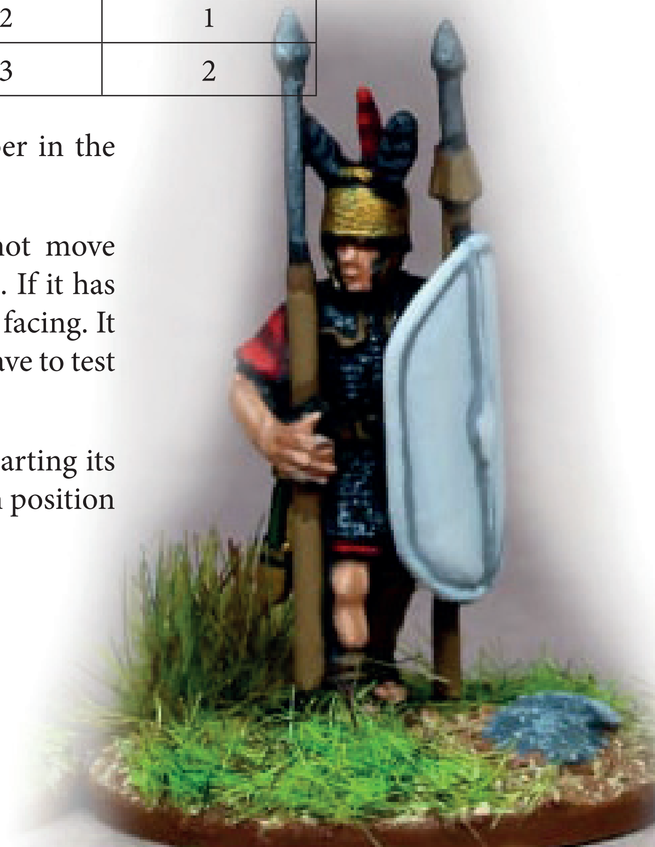
Use the table below to match the qualities of the attacker and 'defender'. The moving unit rolls a D6. Add 1 if there is a commander attached to the unit. Deduct 1 if there is an enemy unit to the flank.

Defender Static unit quality	**Attacker** Moving troop quality		
	Raw	Trained	Veteran
Raw	2	1	1
Trained	3	2	1
Veteran	4	3	2

A score equal to, or more than, the number in the table is a **pass and the move is successful**.

If it fails a test then it halts and may not move closer than 5 cm to any visible enemy unit. If it has sufficient movement left it could change its facing. It may move normally next turn, but would have to test again if it tries to get closer to the enemy.

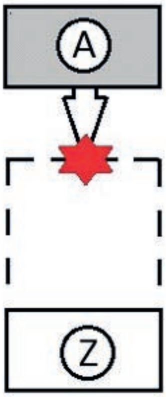
If the tester was nearer than 5 cm before starting its move and it fails its test it simply remains in position and does not move. It may change facing.



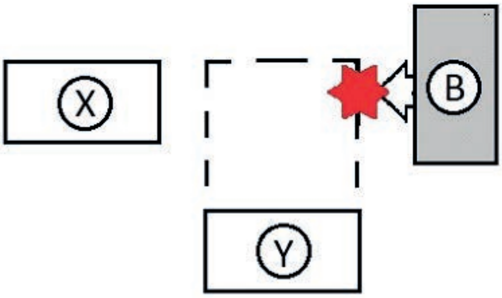
Players should test on entering the zone (see diagram below).

The two examples below show the most common movements in a combat zone.

1. Moving into a zone



2. Moving through a zone



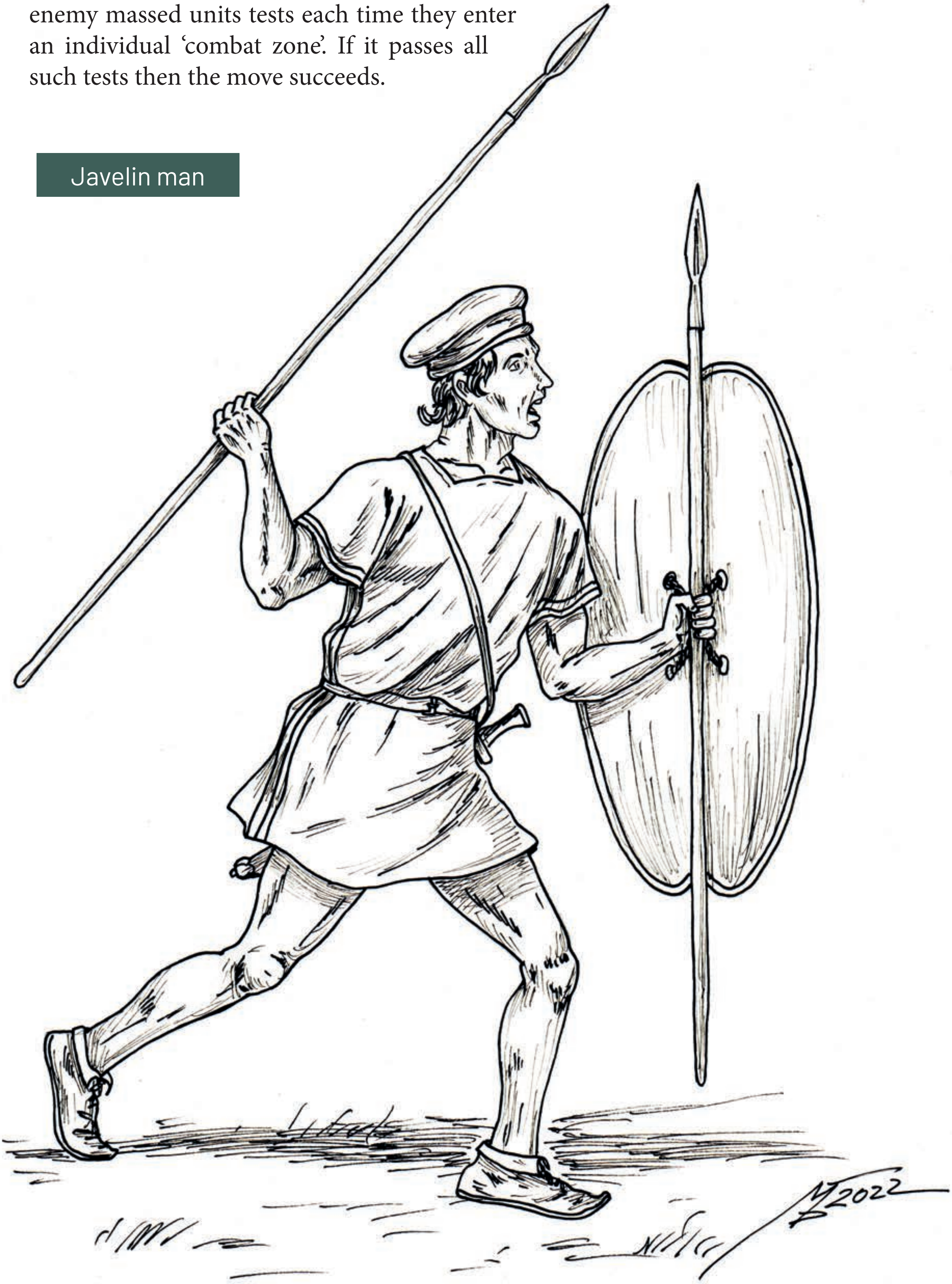
Direct charge into contact -	Moving across a front
A is trying to charge Z. The test is taken as A reaches the combat zone in front of Z. If A passes then the charge continues. If it fails then A stops at this point. If A has sufficient movement left it could change face. Probably not a good idea in this situation?	B is trying to charge X in the flank. X is slightly protected by Y. The test is taken as B reaches the combat zone in front of Y. **B receives a −1 modifier for enemy to flank because his stated intention is to expose his flank as part of the movement.** If B passes then the charge can continue into X's flank. If it fails then B stops at this point. If B has sufficient movement left it could change face. Probably a good idea in this situation!

3. Leaving a zone

If the unit is moving out of a combat zone, and away from its enemies, there is no need to test. If a unit in a zone leaves the zone to attack another enemy unit then it must take the test.

A unit attempting to cross the front of several enemy massed units tests each time they enter an individual 'combat zone'. If it passes all such tests then the move succeeds.

Javelin man



Chapter 12

Combat

All units, **on both sides**, may conduct shooting. This is considered a simultaneous activity. When all shooting has completed move on to melees.

A unit testing for Impetuous Pursuit tests immediately, **before** any other melee combat is resolved.

For Both Forms of Combat: Both sides roll their combat dice, and discard any modified scores below 4. The remaining dice are possible hits.

Both sides then roll one dice for each potential hit taken, and modify their scores. A modified score of 4, or more, saves one potential hit. A modified score below 4 is a hit.

Byzantine Nikephorian Kataphraktoi (Simon Clark)

Unit Type	Range	Number of D6	
		Shooting	Melee
Pike block	-	-	3
Massed infantry	# 10 cm	# 1	2
Archers	15 cm	2	2
'Rabble', and march columns	-	-	1
Skirmish infantry – javelins	5 cm	1	1
Skirmish infantry – bows or slings	10 cm	1	1
Artillery	30 cm	1	-
Elephants	# 10 cm	# 1	1
Massed cavalry	# 10 cm	# 1	2
Skirmish cavalry – javelins	5 cm	1	1
Skirmish cavalry – bows	10 cm	1	1
Chariots – javelins or bows	5 or 10 cm	1	1

# Only units including supporting archers – otherwise 0.

Legionary battle line of the Middle Republican era (Paul Reynolds)

Modifiers to the D6 hit score

Hero General attached to unit	+1 in first round of melee only
Impact weapons	+1 in first round of melee only
Pike block	+1 in melee against mounted to its front
Unit is Veteran	+1 in all combats
Unit is Raw	–1 in all combats
Cavalry versus elephants	–1 in melee
Chariots and elephants	–1 in second, or later, round of melee
Unit disordered	–1 in all combats
Unit is disrupted	–2 in all combats
Unit is routed	–2 in all combats

Saving Throws

For each potential hit, the target unit rolls a single D6 saving throw. The score is modified using the table below (all factors are cumulative).

Each modified score of 4, or more, saves the unit from taking a single hit. Any unsaved potential hits become actual hits. After this process consult the appropriate results table.

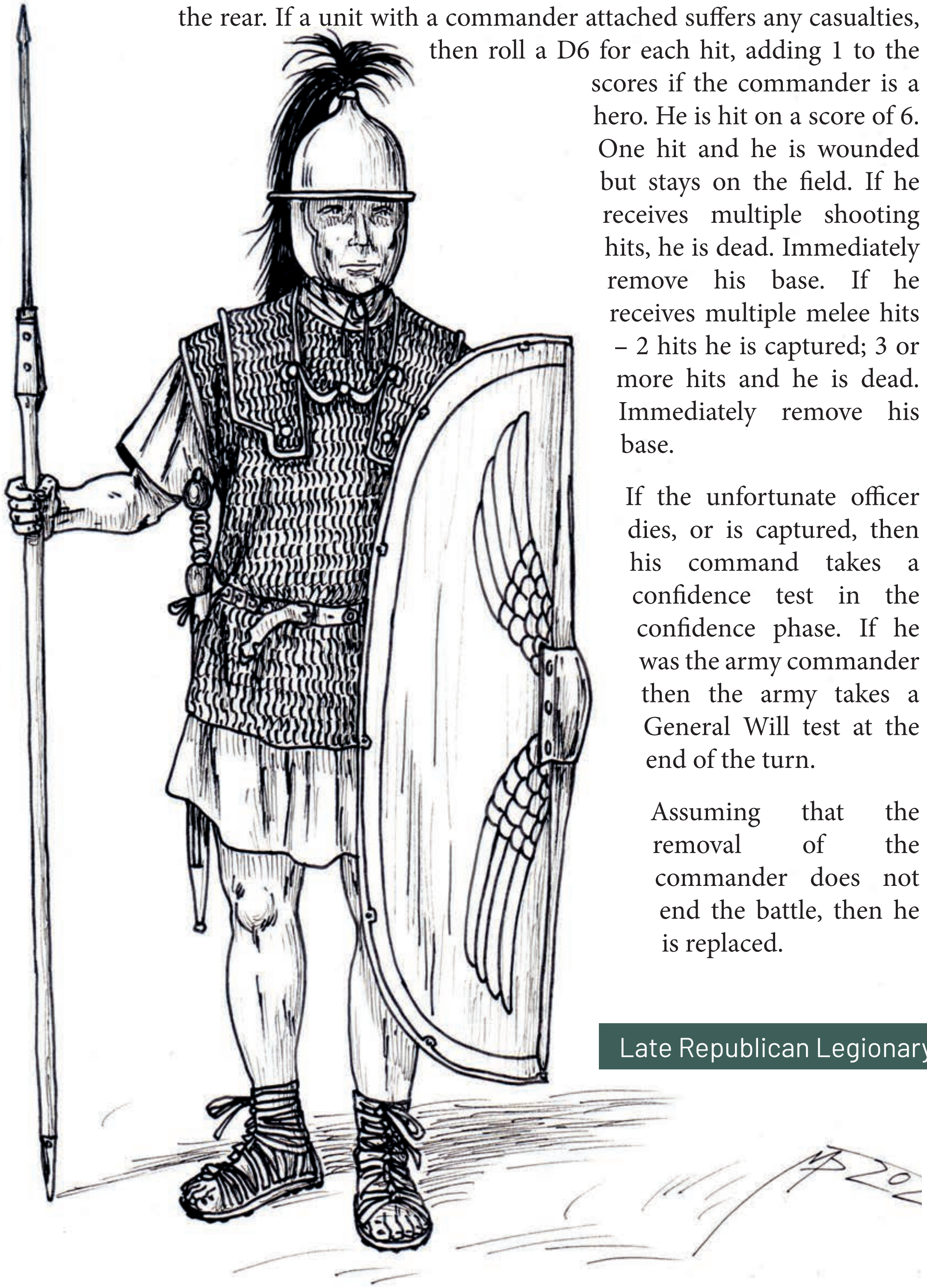
Unit has heavy armour (see p.27)	+1
Cavalry unit has horse armour (see p.27)	+1
Unit is Skirmishers (shooting hits only)	+1
Unit is uphill from attacking enemy	+1
In, or behind cover, such as a hedge or a wood	+1
In heavy cover such as buildings, or fortifications	+2
Unit is Raw	−1
Unit is unarmoured	−1
Unit is shieldless	−1
Hit caused by an elephant	−1
Hit caused by close range fire from massed units (within 3 cm)	−1
Hit caused by close range artillery fire (within 8 cm)	−1
Unit attacked in flank or rear	−1
Unit is disordered	−1
Unit is disrupted	−2
Unit is routed	−3

Risk to Commanders

A commander attached to a unit to bolster its morale obviously runs a higher risk of being wounded or captured than one directing from the rear. If a unit with a commander attached suffers any casualties, then roll a D6 for each hit, adding 1 to the scores if the commander is a hero. He is hit on a score of 6. One hit and he is wounded but stays on the field. If he receives multiple shooting hits, he is dead. Immediately remove his base. If he receives multiple melee hits – 2 hits he is captured; 3 or more hits and he is dead. Immediately remove his base.

If the unfortunate officer dies, or is captured, then his command takes a confidence test in the confidence phase. If he was the army commander then the army takes a General Will test at the end of the turn.

Assuming that the removal of the commander does not end the battle, then he is replaced.



Late Republican Legionary

- Command level – the replacement base appears in the centre of the command at the end of the next game turn.
- Army level – the replacement base appears in the centre of the army at the end of two game turns after he was removed.

A replacement commander will never be a hero because he probably knows why he is taking command!

Shooting

Shooting is a simultaneous activity and any eligible unit may shoot.

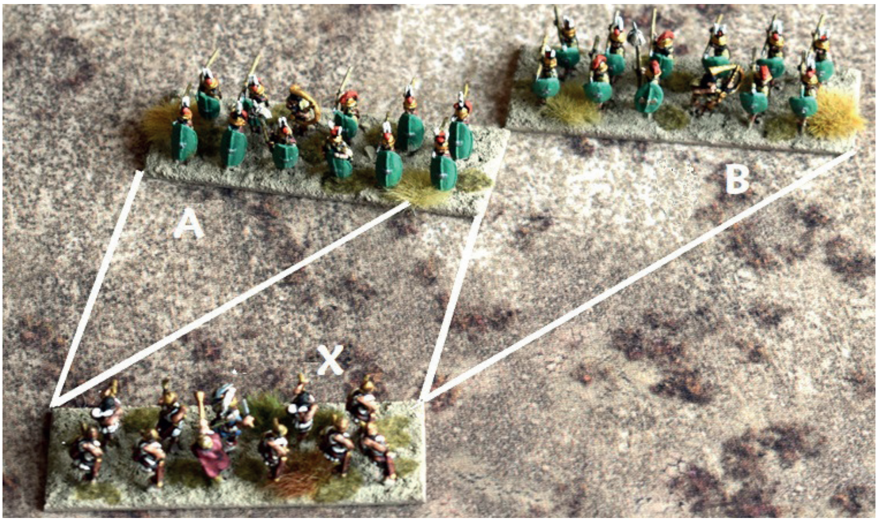
When multiple units shoot at the same target combine all of the firing dice before making the firing roll. The target makes one saving roll for each potential hit inflicted.

Shooting Lanes

A unit has a 45-degree arc of fire measured from the front corner of its base.

A unit may not shoot through any other unit, or through blocking terrain.

There must be a 'shooting lane' equal to the full width of the unit for it to fire at its target. In the example below, X can fire at A but not at B because the shooting lane to B would go through A.



Shooting into a Melee

A unit may fire into the flank or rear of an enemy unit engaged in melee as long as no friendly unit is in the firing lane. If there is a friendly unit in the firing lane then the shooting dice must be shared equally between the friendly unit and the enemy unit.

Shooting Results

Number of hits	**Outcomes**
1 hit	**Sound** units become disordered (yellow counter). **Disordered** units become disrupted (red counter). **Disrupted** units recoil 10 cm away from the shooter (facing towards the shooter). They remain disrupted. If the target was already **routed** then it makes a new rout move.
2 hits	**Sound** units become disrupted (red counter). **Disordered** units become disrupted and recoil 10 cm from the shooter (facing towards the shooter). **Disrupted** units are routed and make a rout move away from the shooter. If the target was already **routed** then it is destroyed. It makes a rout move and is then removed from the battle.
3 hits	**Sound** units become **disrupted** and recoil 10 cm from the shooter (facing the shooter). If the target was already **disordered** then it is routed and makes a rout move away from the shooter. If the target was already **disrupted**, or **routed**, then it is destroyed. It makes a rout move and is then removed from the battle.
4 or more hits	**Sound** units are routed and make a rout move away from the shooter. All other targets are destroyed. After making a rout move, they are removed from the battle.

Melee

The two army commanders roll a D6 and modify the score according to their experience.

Veteran +1 Politico –1

Melee combats are resolved in the sequence chosen by the higher scoring player. The results of an individual melee are applied immediately before moving on to the next combat.

In a melee between two individual units, roll for hits and saves, modifying if necessary, and record the unsaved hits. Compare the number of unsaved hits scored by each side – the side taking the higher number of unsaved hits is the loser, then consult the table below.

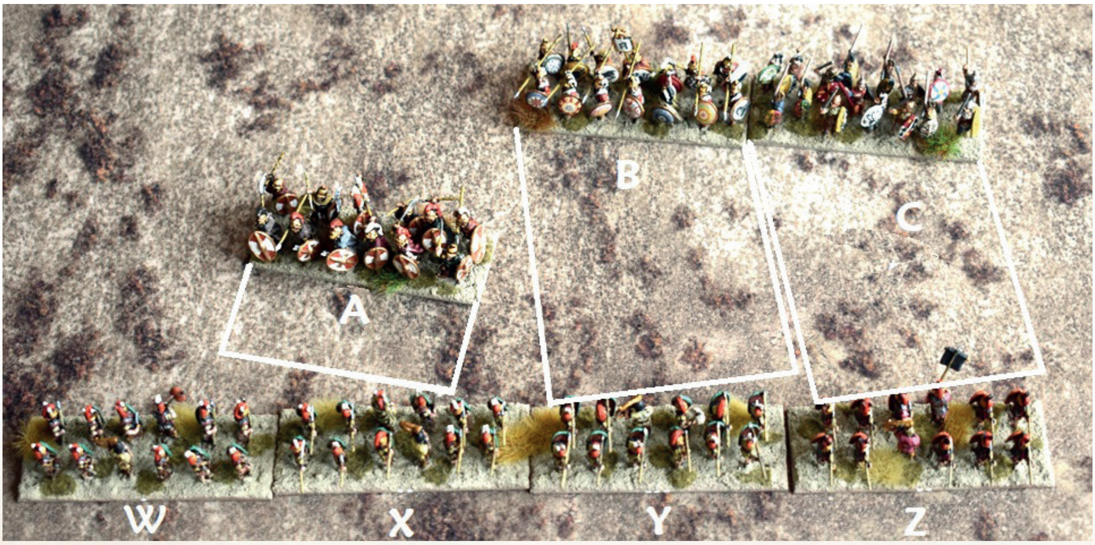
In a multiple-unit combat, pair off the units involved, as far as possible (see the example below p.74). Each pair is treated as an individual melee. There may be instances where there are multiple attackers, add all of the attackers' dice together when rolling for hits. The defender still has saving rolls for each potential hit (see example). After taking any saving throws, the resulting hits from all melee attacks on a single target are added together before consulting the results table.

Hoplites (Simon Clark)

Melee Results

<table>
<tr><th>Outcome</th><th>Effect on the Loser</th></tr>
<tr><td colspan="2">Scores are equal = Standoff. The melee probably continues.</td></tr>
<tr><td>Infantry v Infantry and Cavalry v Cavalry
Infantry v Cavalry or Skirmishers</td><td>Both sides remain engaged into the next turn.
The cavalry, or skirmishers, may attempt to ‘break off’ (see below) or choose to remain engaged.</td></tr>
<tr><td colspan="2">Scores differ by 1 hit = Recoil?
A Recoils means the loser moves 10 cm backwards (facing the enemy).</td></tr>
<tr><td>After any rout move the winner tests for Impetuous Pursuit.
One unit that did not declare an Impetuous Pursuit (see below) may advance into the vacated ground and make a facing change.</td><td>Sound units become disordered and recoil.
Disordered units become disrupted and recoil.
Disrupted units become routed and make a rout move.
Routed units are destroyed. They make a rout move and are then removed from the battle.</td></tr>
<tr><td colspan="2">Scores differ by 2hits = Rout? The loser <u>usually</u> makes a rout move.</td></tr>
<tr><td>After any rout move the winner tests for Impetuous Pursuit.
One unit that did not declare an Impetuous Pursuit (see below) may advance into the vacated ground and make a facing change.</td><td>Sound units become disrupted and make a recoil move.
Disordered units become routed and make a rout move.
Disrupted or routed units are destroyed. They make a rout move and are then removed from the battle.</td></tr>
<tr><td colspan="2">Scores differ by 3 or more hits = Destruction?</td></tr>
<tr><td>After any rout move the winner tests for Impetuous Pursuit.
One unit that did not declare an Impetuous Pursuit (see below) may advance into the vacated ground and make a facing change.</td><td>Sound units become routed and make a rout move.
All other units are destroyed. They make a rout move and are then removed from the battle.</td></tr>
</table>

Example



The Greek heavy infantry units A, B, and C are trying to charge into the Roman legion's line. None of the units involved has supporting archers. All have previously tested for moving into the combat zone so do not need to test again.

An early Italian Army from the collection of Simon Clark (Simon Clark)

There are no archers involved, so there is no shooting phase and all clashes will be resolved by melee. The sequence for the melees is chosen (see p.72) and each one is separately decided and the result applied before moving on to the next pairing.

A's angle will mean that it contacts X. It could turn slightly to contact both W and X, which is not such a good idea. The reason is that A would then have to share its combat dice between the 2 targets (i.e. one die against each). A would also be attacked by the combined dice of both W and X (i.e. 4 dice).

B (2 dice) and C (2 dice) turn slightly to charge into Y (2 dice) and Z (2 dice) respectively.

Taking each pairing in turn:

Units A and X roll 2 attack dice each. A scores 5 & 6 (2 potential hits) – X scores 3 & 5, but X is using an impact weapon, the pilum, which modifies the first-round scores to 4 & 6 (2 potential hits). Moving to the saving throws – A scores 2 & 4, X scores 2 & 5. This means that both units suffer one actual hit. As the scores hits are equal the result is a standoff and both sides and will be engaged in melee during the following turn.

Units B and Y roll two attack dice each. B scores 2 & 5 – Y scores 2 & 6. Despite Y using an impact weapon, the modifier is not enough to give it another hit. Both sides have one potential hit. Moving to the saving throws – B scores 5, Y scores 3. This means that B saves its hit, but Y suffers one actual

hit. The resulting hits differ by one and the result is a recoil for Y. It moves 10 cm backward and becomes disordered. B may not advance to occupy the ground.

Units C and Z roll 2 attack dice each. C scores 2 & 4 (one potential hit) – Z scores 5 & 6 (2 potential hits). Moving to the saving throws – C scores 1 & 3, Z scores 5. This means that C suffers 2 actual hits but Z escapes any harm. C is currently sound, the scores hits differ by 2 which means the result is a recoil for C. It moves 10 cm backward and becomes disrupted. In this case, Z may advance to occupy the ground.

The overall position looks slightly better for the Romans. The next turn could be decisive!

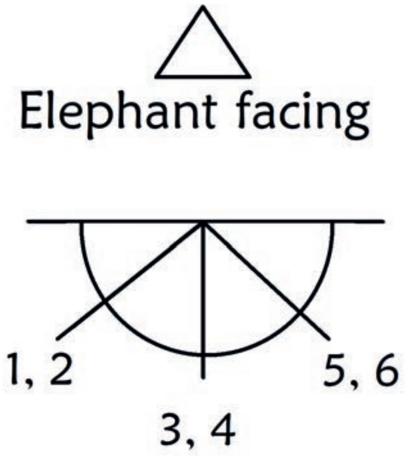
'Break Off'

When a **sound** cavalry, or skirmisher, unit has a standoff result from its melee with an infantry unit it may try to get away rather than risk being caught up in another round of combat. Roll a D6, adding 2 for a Veteran unit and deducting 1 for a Raw unit.

An adjusted score of 5 or more allows the testing unit to retire back half a move, facing the enemy. An adjusted score of 2–4 means it stays in contact with the infantry. An adjusted score of 0 or 1 gives the unit a disorder marker and it stays in contact with the infantry.

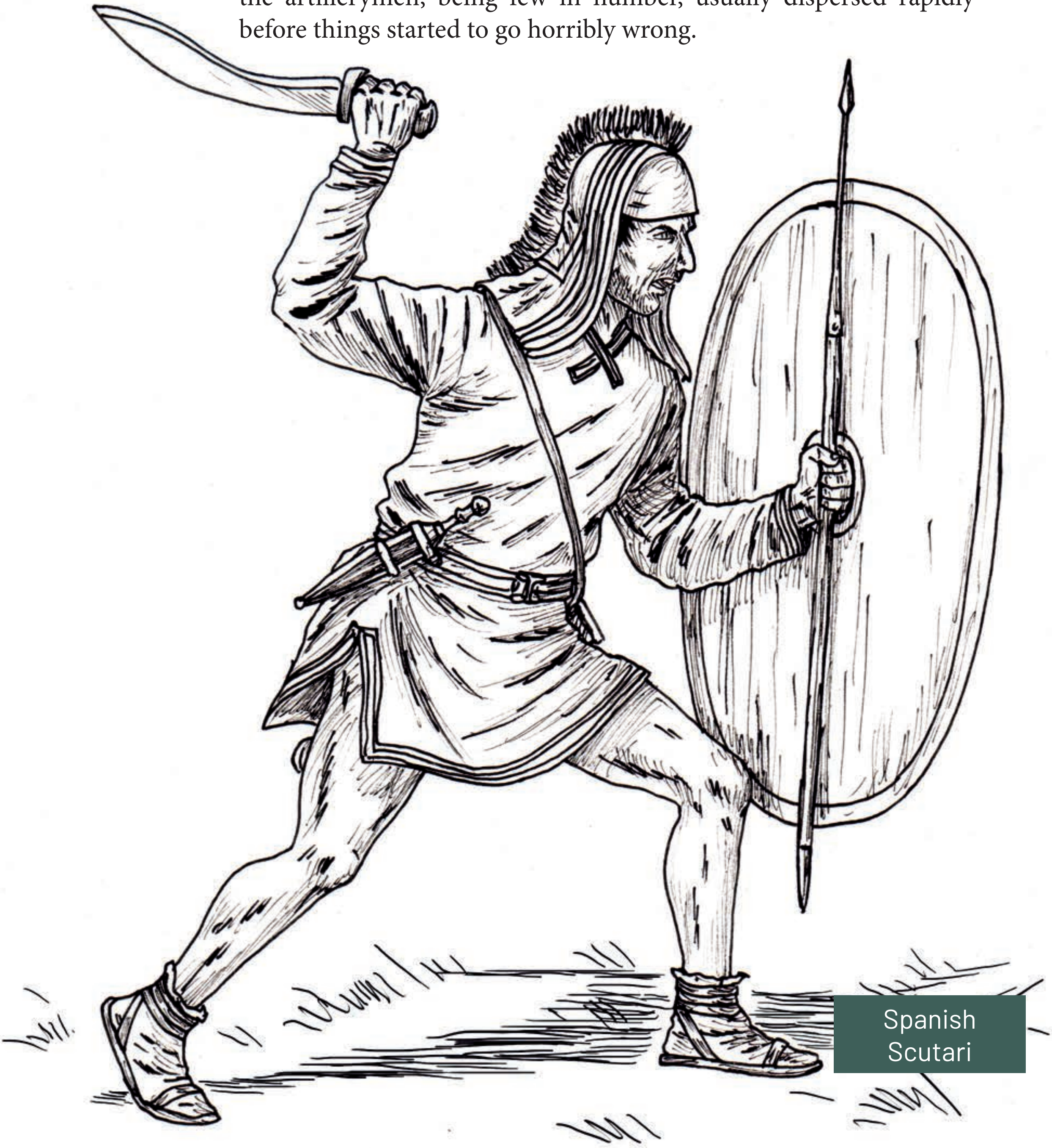
Elephants in Melee

An elephant unit that is routed has to dice to see which way it routs. Roll a D6 and use the diagram below to find the direction of the rout. The unit turns to this direction and then makes its rout move.



Artillery in Melee

An artillery unit that is contacted is automatically destroyed because the artillerymen, being few in number, usually dispersed rapidly before things started to go horribly wrong.



Spanish Scutari

Chapter 13

Retreats

Retreat Movement

A recoiling, or routing, unit must attempt to move directly away from the cause of its retreat.

It may only vary its movement to avoid contact with enemy units, difficult or impassable terrain. It may pass between enemy units as long as there is a 12 cm gap between the enemy units (20 cm for 28 mm figures). A retreating unit can ignore enemy skirmishers and command bases. These are simply moved to the side of the retreat path. If there is not enough space then the retreating unit is destroyed (considered captured).

Early Byzantine Infantry (Simon Clark)

Retreating units must attempt to move the entire distance of the recoil, even if this forces the unit into difficult terrain (woods, buildings, etc). They use the 'Normal' move rates and costs with some adjustments:

- A unit forced to recoil across a linear obstacle, or a bridge, immediately adds a level of disorder on contact with the terrain. The unit then stops on the other side of the feature.
- A unit forced to recoil into difficult terrain adds a level of disorder, and ends its move as soon as it is wholly in the terrain.
- Units may not retreat across or through impassable terrain (such as a river). If there is no alternative path a recoiling unit stops on contact with the feature and adds a level of disorder. If its status changes to routed as a result of this additional disorder then it is destroyed, i.e. the further disruption causes it to break down beyond recall.

Routed skirmishers are always destroyed and immediately removed from the battle.

Routers use the 'march column' move rates but do not change their formation. They pay normal movement costs for terrain with some adjustments:

- A unit forced to rout over a linear feature, except at a bridge (see below), loses half of its movement, and continues its move as far as possible.
- A unit forced to rout into difficult terrain, or across a bridge, is destroyed.
- Routing units that are forced into contact with impassable terrain are destroyed.

Pursuing units use the 'normal' move rates and pay normal movement costs for terrain.

Disordering Friendly Stands

A skirmisher may retreat through any other unit with no effects on either unit. The retreating skirmisher moves the full retreat distance. **A routed skirmisher is immediately removed from the battle. It does not retreat before its removal.**

A retreating non-skirmish unit may retreat through a skirmisher causing the skirmisher to add a level of disorder (possibly routing, and eliminating, the skirmisher in the process!)

A non-skirmish unit that **retreats** into contact with a friendly non-skirmish unit causes the stationary unit to add a level of disorder. The retreating unit halts its movement on the other side of the stationary unit facing away from the enemy.

A non-skirmish unit that **routs** into contact with a friendly non-skirmish unit causes the stationary unit to add a level of disorder. **The router takes a half move to clear the stationary unit, then it continues to complete its rout move.** If the contact was more than halfway through the rout move then the routing unit halts its movement on the other side of the stationary unit facing away from the enemy.

Chapter 14

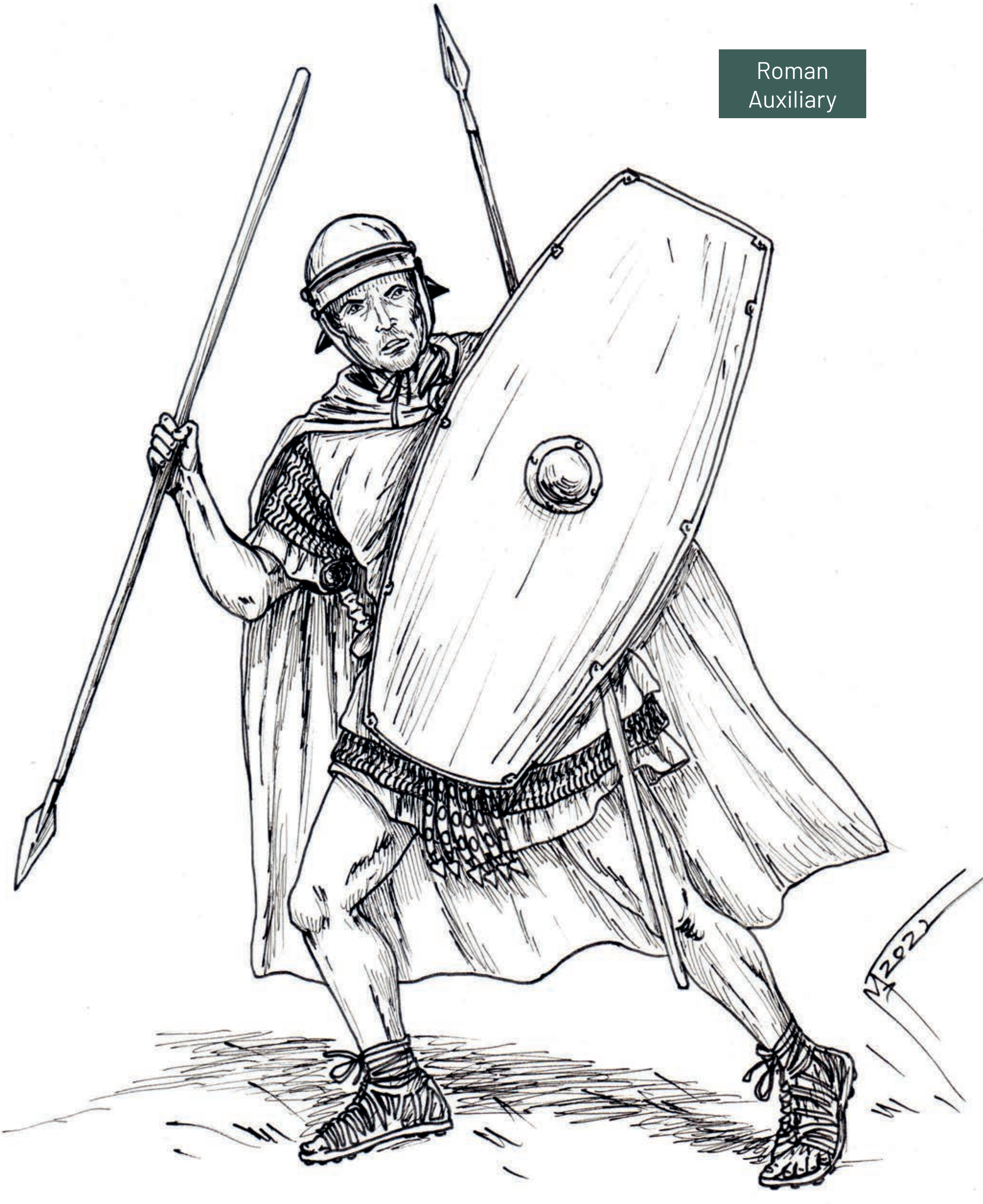
Impetuous Pursuit

If a losing unit ends its rout move within the line of sight of the winning unit(s) then the winning unit(s) should test to see how it responds to the opportunity to attack the enemy at his most vulnerable.

Note: Disrupted and routed units may not engage in Impetuous Pursuit.

Roll a D6 adding or subtracting from the modifiers below.

Sound enemy cavalry within 20 cm	–1	Clear path to routers within 20 cm	+1
Pursuers are a massed infantry unit	–2	Pursuers have attack orders	+1
Pursuers are a pike block	–3	Heroic commander	+1
Pursuers are Veteran	–1	Politico commander	+1
Pursuers are disordered	–1	Pursuers are Raw	+1
Pursuers have hold orders	–1	Pursuers are a rabble unit	+1
Pursuers have withdraw orders	–2	Pursuers are sound cavalry unit	+2
Pursuers are in cover	–2		



Roman Auxiliary

If the resulting score is 5, or more, the winning unit declares an Impetuous Pursuit. After the losing unit has retreated the pursuing unit makes its move to try to contact the routers, or the nearest intervening enemy unit (i.e. one that the router has passed through). After the pursuit move the pursuing unit receives an additional disorder marker (e.g., a disordered pursuing unit becomes disrupted). If it fails to make contact the pursuing unit may attempt to reform in the reform phase.

If it makes contact with a routed unit that is still on the table then neither unit may move further this turn. The outcome is decided during the combat phase of the next turn.

A pursuing unit that has made its pursuit move, and is still in contact with a routing unit that is due to be removed, remains in place at the end of its move. The routed unit is removed. The pursuing unit may attempt to recover in the reform phase. If it passes, it removes a level of disorder and moves normally in the next turn. If it fails, it is removed from the battlefield reflecting that its commanders have lost control and the troops are scattered chasing down the disappearing enemy. Place the pursuing unit at the edge of the battlefield. Use the reform phase to reduce the level of disorder. Once the unit is sound it may return within 15 cm of its exit point.

A pursuing unit whose target, of any type, disappears over the edge of the battlefield is also removed from the battlefield and is considered to be chasing the defeated enemy back to its camp, or beyond. It is placed at the edge of the battlefield and may attempt to return. Use the reform phase to reduce the level of disorder. Once the unit is sound it may return within 15 cm of its exit point.

Units that leave the battlefield in rout may never return.

Chapter 15

Cohesion

The closely ordered nature of the units and the life struggle of man-to-man combat ensured that Ancient battles were scenes of chaos. As disorder gradually set in so it became more difficult, for both sides, to keep the troops fighting. Commanders recognised this but once a battle had commenced it was almost impossible to stop.

In Three Ages there two important stages in the sequence of play (see p.48) that affect the cohesion of the units and commands in the army. This is a simple mechanism which is at the heart of the game. It recognises that units become progressively weaker as disorder sets in.

Reform	Both sides may try to reform any of their units that are disordered, disrupted or routed (but not destroyed).
Confidence	Both players test the confidence of any command that has lost its commander, or contains a unit that is routed, or contains a unit that has been destroyed, or currently left the battlefield.

Classic Roman Legionaries of the early Empire in 6mm scale (Pete Berry/Baccus)

Reforming

After all movement and combat have been completed then both players may try to reform any unit.

Roll a D6, and make any appropriate adjustments. All factors are combined as necessary; e.g. a Raw unit with a sound enemy unit 15 cm behind its flank has a modifier of –2.

If the modified score is 4 or more, the unit passes its test and may remove one level of disorder.

Raw	–1
Veteran	+1
Defending linear obstacle, or uphill of attacking enemy	+1
Massed unit in difficult terrain	–1
Attacking enemy flank or rear	+1
No sound enemy massed unit within 40 cm.	+1
Sound friendly massed units in contact **on both flanks**	+1
In melee contact with enemy massed unit	–1
Sound enemy unit behind flank within 20 cm	–1
Being attacked in the flank or rear	–2
Unit's command has hold orders	+1
Commander attached	+1
Army commander attached	+2
Unit is out of command	–1
Commander wounded	–1
Disrupted	–1
Routed	–2

If it fails then nothing happens. **A unit does not increase its level of disorder as a result of failing an attempt to reform.**

Confidence

Both players test the confidence of any command that has lost its commander, or contains a unit that is routed, or contains a unit that has been destroyed, or currently left the battlefield.

Roll a D6 and adjust this with the following modifiers (all cumulative):

Commander, or army commander, is captured, killed or off table	+2
Commander is wounded	+1
Each massed unit routed or destroyed	+3
Each massed unit disrupted	+2
Each massed unit disordered	+1
Each unit off table and not destroyed	+1
Each skirmish unit disrupted or lost	+1
Within 20 cm of the enemy	+1
No sound enemy massed unit within 40 cm (ignore skirmishers)	−1
Each sound unit	−1
Each sound Veteran unit	−1
If under hold orders	−1
Commander is a hero	−1
Army commander attached to the command	−1

If the modified die roll is 6 or less then the command is unaffected and continues as normal.

If the modified die roll is 7 or more then the command is fatigued. Mark the command with a disorder (yellow) marker and its orders for the next turn must be hold or withdraw. If the commander is missing for some reason place the marker in the approximate centre of his command. In the orders phase of the next turn, use the missing commander process (p.52) to determine its actual order.

If a fatigued command fails a test, it becomes exhausted. Mark the command with a disrupted (red) marker and its orders for next turn must be withdraw.

If an exhausted command fails a test it disintegrates. Mark the command as routed (red and yellow). Any sound units become disordered, disordered units become disrupted and disrupted units are removed from the battlefield. On the next turn it must be withdraw and **ALL** of its units must move away from the enemy.

Sarmatian Heavy Cavalry
(Nik Gaukroger)

Shameful Conduct

If a command disintegrates then its commander may flee rather than staying to die with his remaining men.

He will be found and he will pay for his cowardice

Roll a D6 – and modify as follows:

Politico	–2
Weak will	–1
Wounded	–1

Veteran	+2
Hero	+1
Strong will	+1

A modified score of 2, or less, means that the commander flees immediately. Remove his base from the battlefield. A replacement command base appears in the centre of the Command two turns after his disappearance.

Oscan armoured infantry formed into line (Simon Clark)

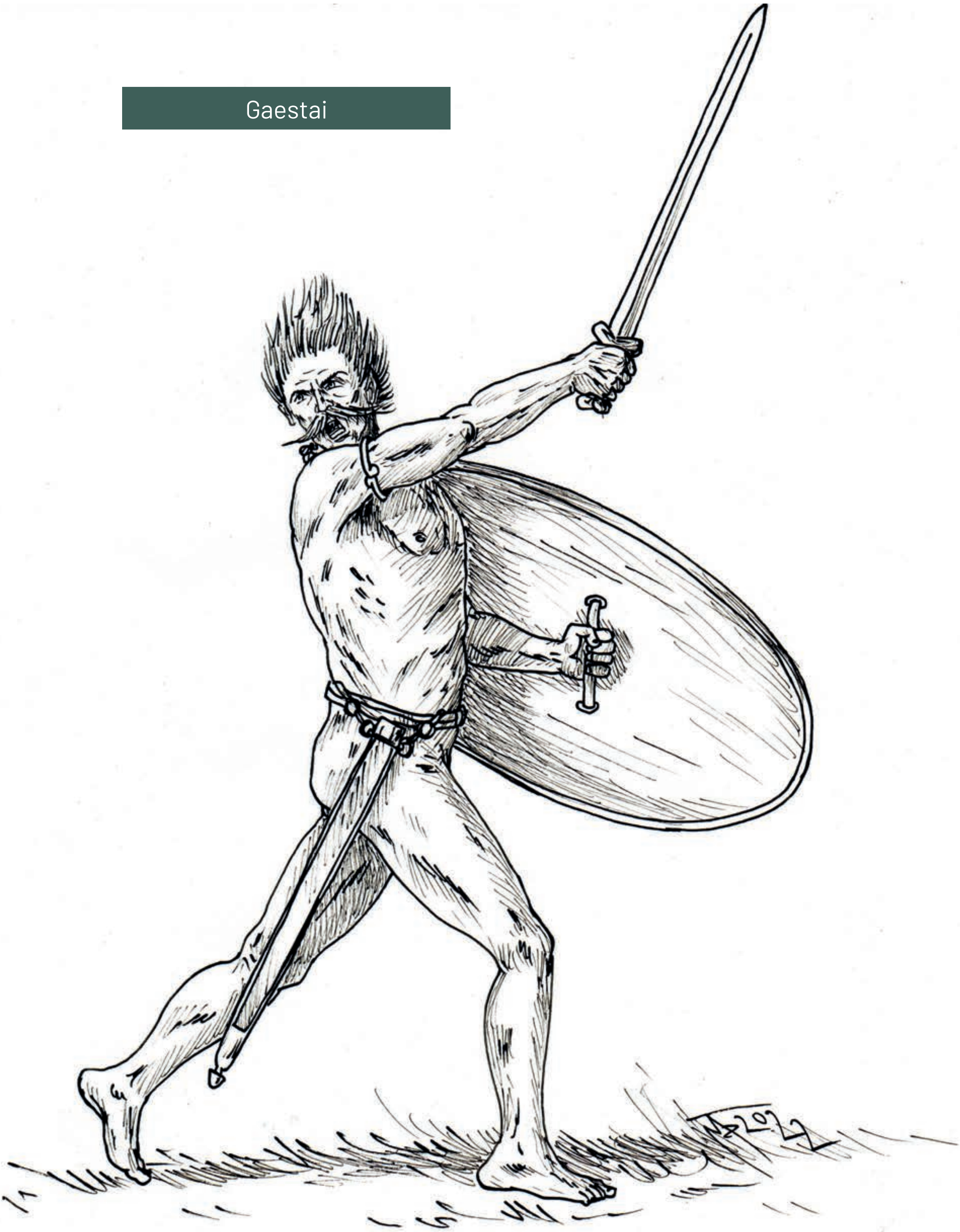
Chapter 16

General Will

As commands gradually become fatigued this affects the ability of the army to fight on. Individual commands might suffer badly leading to their collapse, but the armies often fought on. This would be the case when a defeated command would be pursued from the field but by the time the victors returned, they found that the tide of the battle had completely changed.

The general tendency was to break off the action and keep the army together. Often this did not work and there were many occasions when the after-battle pursuit became a slaughter.

At the end of any turn that an army contains a fatigued, or exhausted, command the army commander must test his will to fight on. It is possible that both armies will take this test at the end of a turn.



Gaestai

Use the following table to compare the number of Army Points currently routed (both on and off table) and destroyed, with the number of Army Points that it had at the start of the battle.

Roll a D6 and adjust the score, based on the army commander's characteristics (see p.14) below:

	Politico	Normal	Veteran
Strong will	0	−1	−2
Normal will	+ 1	0	−1
Weak will	+2	+1	0
If the army commander is wounded add 1 to his score.			
If the army commander has received bad omens add 1 to his score.			
If the army commander is dead add 2 to the score.			

If the adjusted score is equal to or less than the number indicated in the above table then his resolve is good and he continues the battle as normal.

If the adjusted score is more than the number indicated then the general's resolve has given way and his army must be ordered to withdraw next turn.

If both sides fail at the same time, then both withdraw and the usual result is a draw (assuming no special scenario rules apply).

If one commander's resolve fails and the other commander's resolve is good then victory is declared for the army that holds the battlefield.

Tarentine Greek light cavalry (Simon Clark)

		Number of Army Points Initially in the Army						
		11–15	**16–20**	**21–25**	**26–30**	**31–35**	**36–40**	**41–46**
Number of Army Points Routed, Destroyed and Off Table Currently	**2**	6	🟩	🟩	🟩	🟩	🟩	🟩
	3	5	6	**Automatic Pass**	🟩	🟩	🟩	🟩
	4	4	5	6	6	🟩	🟩	🟩
	5	3	4	5	5	6	6	🟩
	6	2	3	4	5	5	6	6
	7	1	2	3	4	5	5	6
	8	0	1	2	3	4	5	5
	9	🟧	0	1	2	3	4	5
	10	🟧	🟧	0	1	2	3	4
	11	🟧	🟧	🟧	0	1	2	3
	12	🟧	🟧	🟧	🟧	0	1	2
	13	**Automatic fail**	🟧	🟧	🟧	🟧	0	1
	14	🟧	🟧	🟧	🟧	🟧	🟧	0
	15	🟧	🟧	🟧	🟧	🟧	🟧	🟧

Chapter 17

Victory

The Final Reckoning

Although many, from both sides, would die in battle it was retreating from the battle that caused the greatest losses; a post-battle slaughter of the losing side was to be expected. For example, in 206 BCE a Roman army under Publius Cornelius Scipio defeated the Carthaginians at Ilipa. It is said that only a handful of the 60,000 men in the Carthaginian army returned home. Later Roman claims against various barbarian invaders killed in battle would run into hundreds of thousands!

Carthaginian
Citizen Spearmen
(Nik Gaukroger)

The Pursuit

Victorious armies were not always able, or willing, to pursue the losers. Sometimes they were worn out by their exertions, but more often they wanted to enjoy the fruits of the victory by looting the enemy camp.

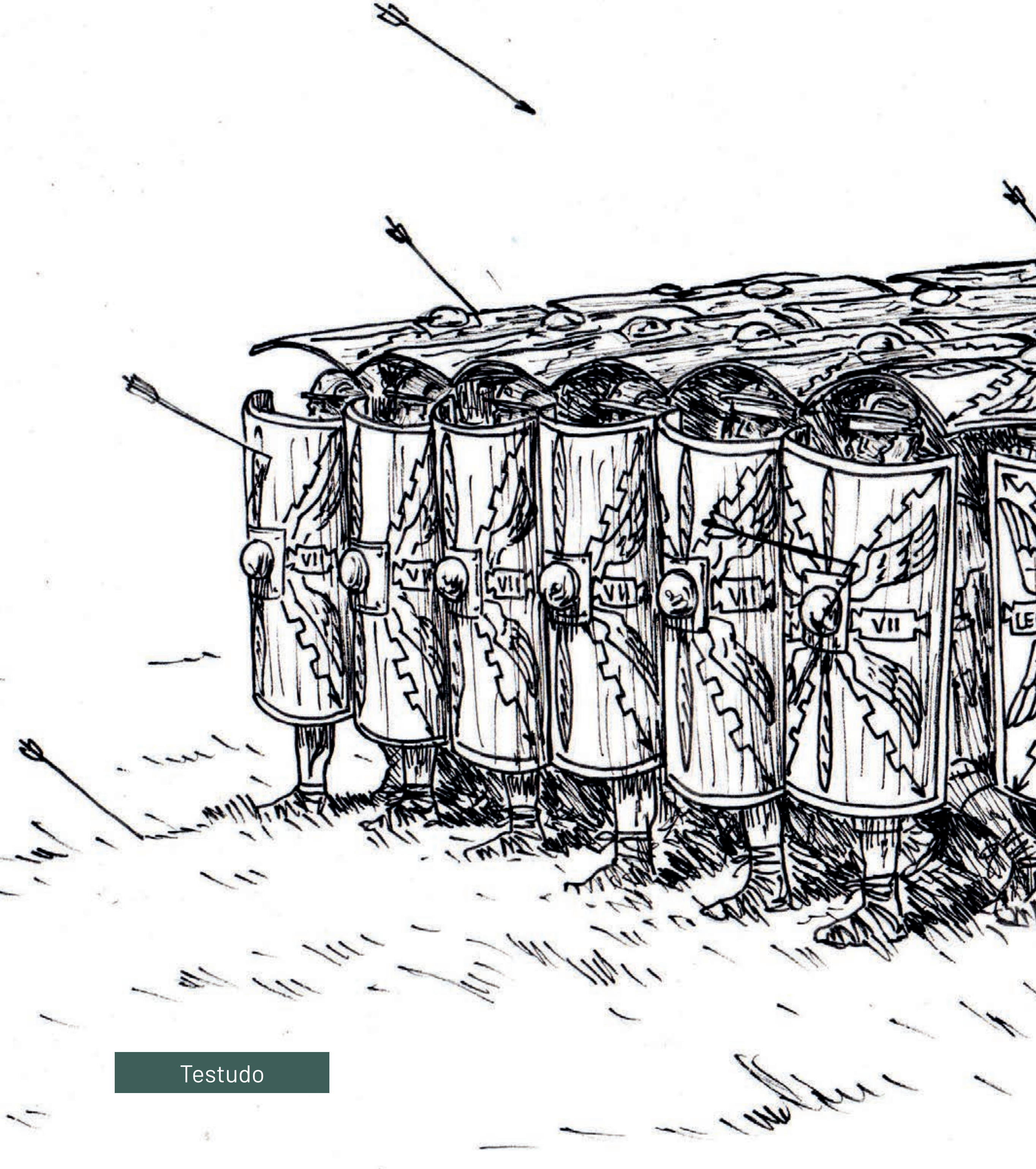
Roman Consuls (Jon Katze/Khurasan Miniatures)

To decide whether a pursuit takes place each side must assess its capability as follows:

+3	for each sound cavalry skirmisher
+2	for each sound massed cavalry unit
+1	for each sound infantry skirmisher
+1	for each sound Veteran massed infantry unit

Compare the two scores:

If the victor's score is 6 or more higher there is a close pursuit.	
Close Pursuit A Major Victory	The victor rolls a D6 for each unit in the loser's army. A routed unit is 'lost' on 3+, a disrupted unit is 'lost' on a 4+, a disordered unit is 'lost' on a 5+, and a sound unit is lost on a 6. The victor rolls a D6 for each unsound command in the loser's army. If the command has collapsed the general is captured on a 4+. If the command is exhausted the general is captured on 5+. If the command is fatigued the general is captured on a 6. Claim a major victory in your dispatches and publicise your victory wherever you can. Remember that your next battle may not be so successful.
If the victor's score is between 2 and 5 higher there is a limited pursuit.	
Limited Pursuit A Minor Victory	The victor rolls a D6 for each routed and disrupted unit in the loser's army. A score of 5+ indicates that it has been lost. The victor rolls a D6 for each collapsed command in the loser's army. Its general is captured on a 6. Claim a major victory in your dispatches.
If the victor's score is less than 2 higher there is no pursuit.	
No Pursuit A Propaganda Victory	Nothing happens – both sides return to their camps to regain some strength. Both sides claim the victory.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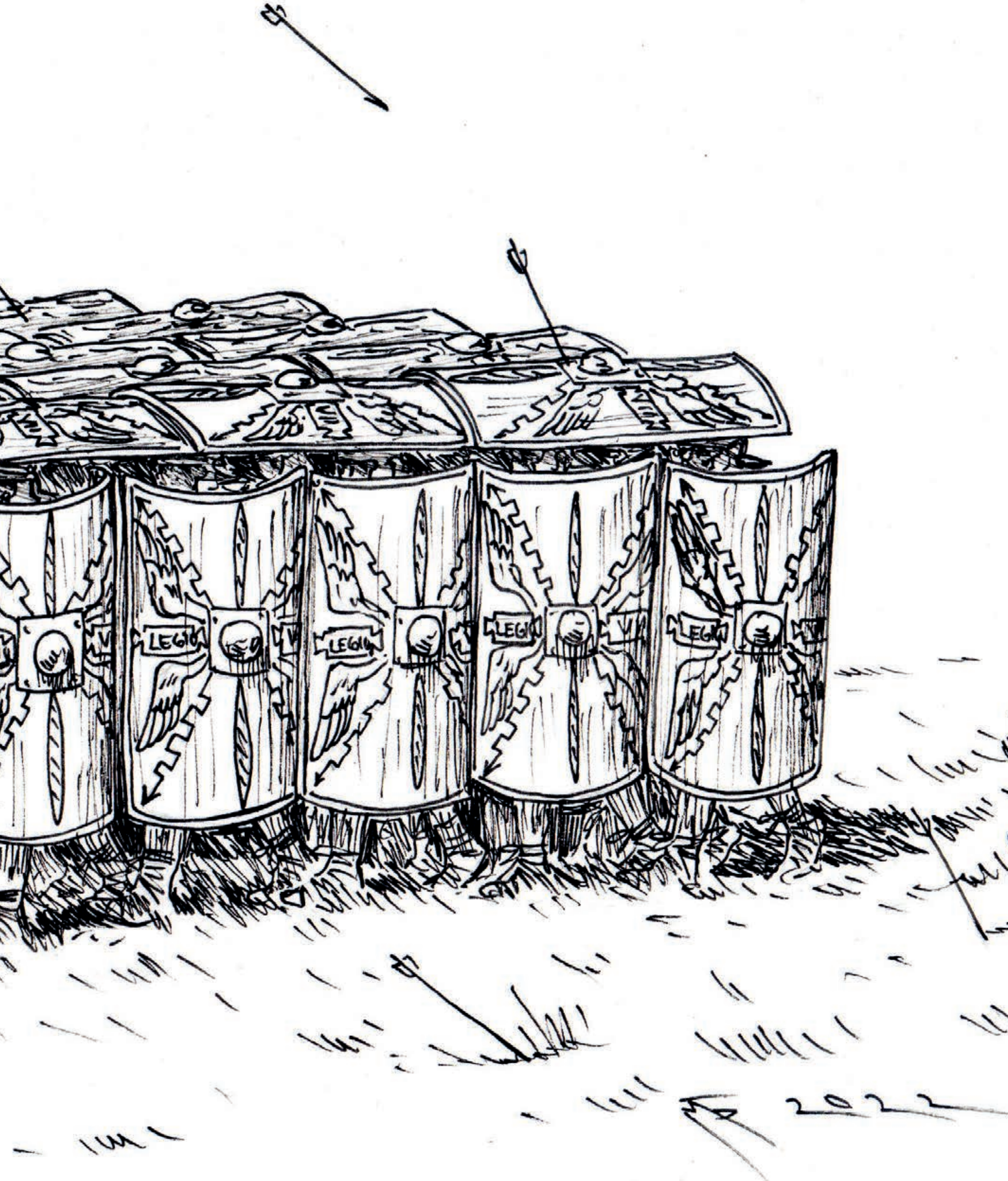
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Make Your Own Battle

For ‘friendly’ games players can choose between these common reasons for actions and let these dictate the objectives for the two sides. Although the ‘real’ possibilities are endless players may wish to try these out. Some types may be more frequent than others but you can just decide which one you want to play.

Both generals roll a D6 deducting 1 if your general is a Politico, or adding 1 if your general is a Veteran, and compare the scores. The higher scorer chooses whether to attack or defend.

Roll 2 D6 and consult the table below -

Byzantine Thematic Kavallarioi (Simon Clark)

<table>
<tr><td>Score 2–5</td><td>Deliberate Engagement</td><td>Game length 15 turns</td></tr>
<tr><td colspan="3">• The defender adds 1 to his terrain generator scores and may purchase hasty fortifications.
• The attacker deducts 1 from his scores. This gives the defender the edge on setting up.
• Both sides’ objective is to destroy the enemy’s Will. Any other result is an inconclusive draw.
• Both sides deploy within 50 cm of the centre of the table.
• The turn sequence is normal; using the card deck to decide which command will move first.</td></tr>
<tr><td>Score 6–7</td><td>Encounter</td><td>Game length 18 turns</td></tr>
<tr><td colspan="3">• There are no adjustments to either side’s terrain generator score.
• Neither side may purchase hasty fortifications.
• Both sides deploy at least 30 cm from the table centreline.
• Both sides’ objective is to destroy the enemy’s Will.
• The turn sequence is normal; using the card deck to decide which command will move first.</td></tr>
<tr><td>Score 8–10</td><td>Blocking Action</td><td>Game length 15 turns</td></tr>
<tr><td colspan="3">• The defender adds 1 to his terrain generator scores and may purchase hasty fortifications.
• The attacker deducts 1 from his. This gives the defender the edge on setting up.
• The attacker’s objective is to secure a route off the opposing table edge.
• The defender’s objective is to stop the attacker achieving his objective.
• Both sides deploy at least 30cm from the table centreline.
• The attacker moves first. Start the battle on his first command card. For the first turn discard any defender cards up to the first attacker card.</td></tr>
</table>

Score 11–12 **Catching the Enemy** Game length 12 turns

- Both sides deduct 1 from their terrain scores. This gives the attacker the edge on setting up.
- Neither side may purchase hasty fortifications.
- The defender gains 1 massed infantry sized base of baggage for each 10 army points (rounded up) in his army.
- Baggage does not need a commander and is always operating under a withdraw order.
- Baggage moves at 15 cm per turn.
- Baggage has no combat value and any base that suffers melee hits is destroyed.
- A destroyed baggage base counts as two army points when calculating General Will.
- The attacker's objective is to destroy the enemy's Will.
- The defender wins if he exits his baggage train **and** his Will is unbroken.
- This scenario is played along the length of the battlefield from short edge to short edge.
- Randomly identify a short edge to be the defender's baseline.
- The defender must split his force across 2, or more, of the 4 quarters of the battlefield.
- The defender must deploy within 30 cm of the table centre.
- Attacking units may enter on the edge opposite the defender's baseline on the first turn.
- The attacker moves first. Start the battle on his first command card. For the first turn discard any defender cards up to the first attacker card.

Playing For Points

For players that want to ensure both sides start with broadly matched resources.

Infantry	**Raw**	**Trained**	**Veteran**
Pike block	200	400	600
Massed unit	100	200	300
Adaptable	150	250	350
Supported	+50	+50	+50
Skirmishers	75	100	150
Artillery	-	200	-
Elephants	100	200	-
Cavalry			
Massed unit	200	400	600
Supported	+50	+50	+50
Skirmishers	100	200	300
Chariots	-	200	400
Equipment			
Heavy armour	+100	Horse armour	+100
No armour	–25	Shieldless	–25
Commanders	**Politico**	**Normal**	**Veteran**
Strong will	350	400	500
Normal will	200	250	300
Weak will	50	100	150
Hero	--	+25	+25

Scenarios – Age of Expansion

Many players will simply want to recreate historical battles. The historical situation will dictate the forces and objectives for each side. We have found these games provide more interesting challenges than equal points-based games. We have provided six battles for you to consider when working on your own scenarios. There are two battles from each period within the Three Ages. For each pair of battles there is an earlier and a later battle. The opponents are usually varied so that you can see how the different armies would work using these rules.

Each scenario has a map and two orders of battle. There is also a brief history of the event to give a flavour of what to expect.

#	**Name**	**Date**	***Type of Battle***			
1	**Castulo**	212 BCE	*Encounter*	Rome	vs	Carthage
2	**Vercellae**	101 BCE	*Deliberate*	Rome	vs	Germans

Roman Cataphracts
(Simon Clark)

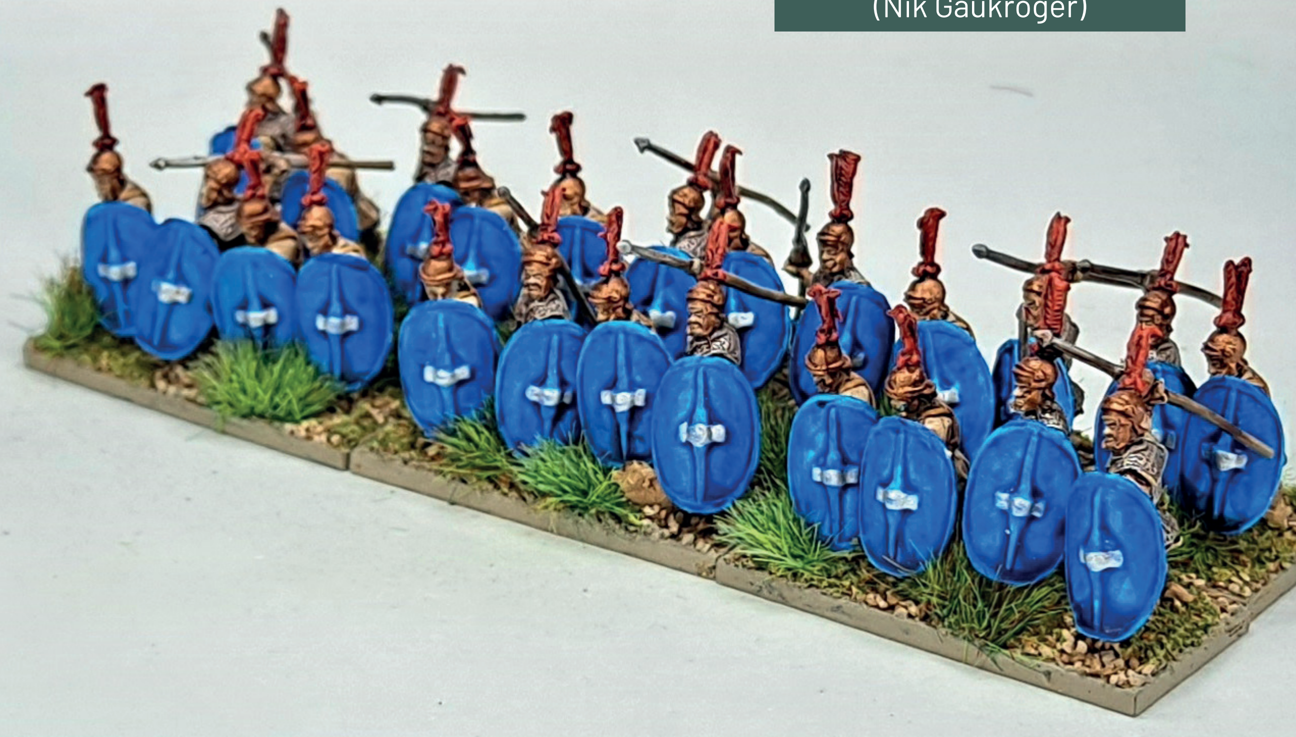
General Notes on the Scenarios

Maps. There are few histories of the period that can provide even the most basic of battle plans. Different perspectives on the battle would lead contemporary writers to give varied accounts of the terrain and its impact on the battle. Such evidence is at best fragmentary, and later writers often embellished what was known to favour particular political factions.

Orders of Battle. These reflect the historical combination of units to make up a reasoned estimate of the opposing strengths. Some commanders are known. Where a commander is unknown this is identified by the use of single quotation marks, e.g. '*Livius Basilus*' (fictional).

How to Read the Orders of Battle

The name(s) in bold on the first line of the box identify the commander(s).



Principes of a Roman legion of the mid-republican era (Nik Gaukroger)

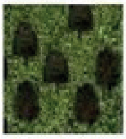
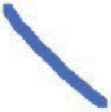
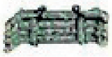
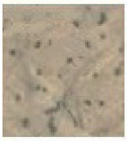
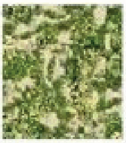
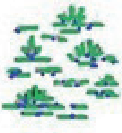
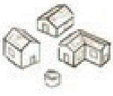
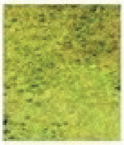
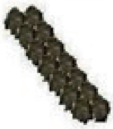
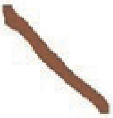
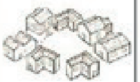
The following lines show the type, number of units, and their training. For example: for his command Scipio has 7 units. Just 1 is Veteran, the remainder are Trained.

Publius Scipio – Army Commander					
Massed infantry	3	T	Heavy cavalry	1	V
Adaptable infantry	1	T	Skirmish cavalry	1	T
Skirmish infantry	1	T			

Commanders' characteristics. There is usually little evidence about the characteristics of the commanders. We suggest that you simply rate them as normal. This means that characteristics will have relatively little influence on the game.

For most higher commanders, however, there is sometimes more information. So, you may be able to agree characteristics for these individuals. If you wish to play the game without using the commanders' characteristics then simply rate all of them as normal.

Terrain Key

	Level 0		Woods		Stream		Hasty fortification
	Level 0		Difficult terrain		Marsh		Hamlet
	Level 1		Hedge		Road		Village

The Battle of Castulo, 212 BCE

The Roman forces in Iberia were commanded by the Scipio brothers, Gnaeus and Publius. They had hired Celtiberian mercenaries to support their army and were ready to take the offensive.

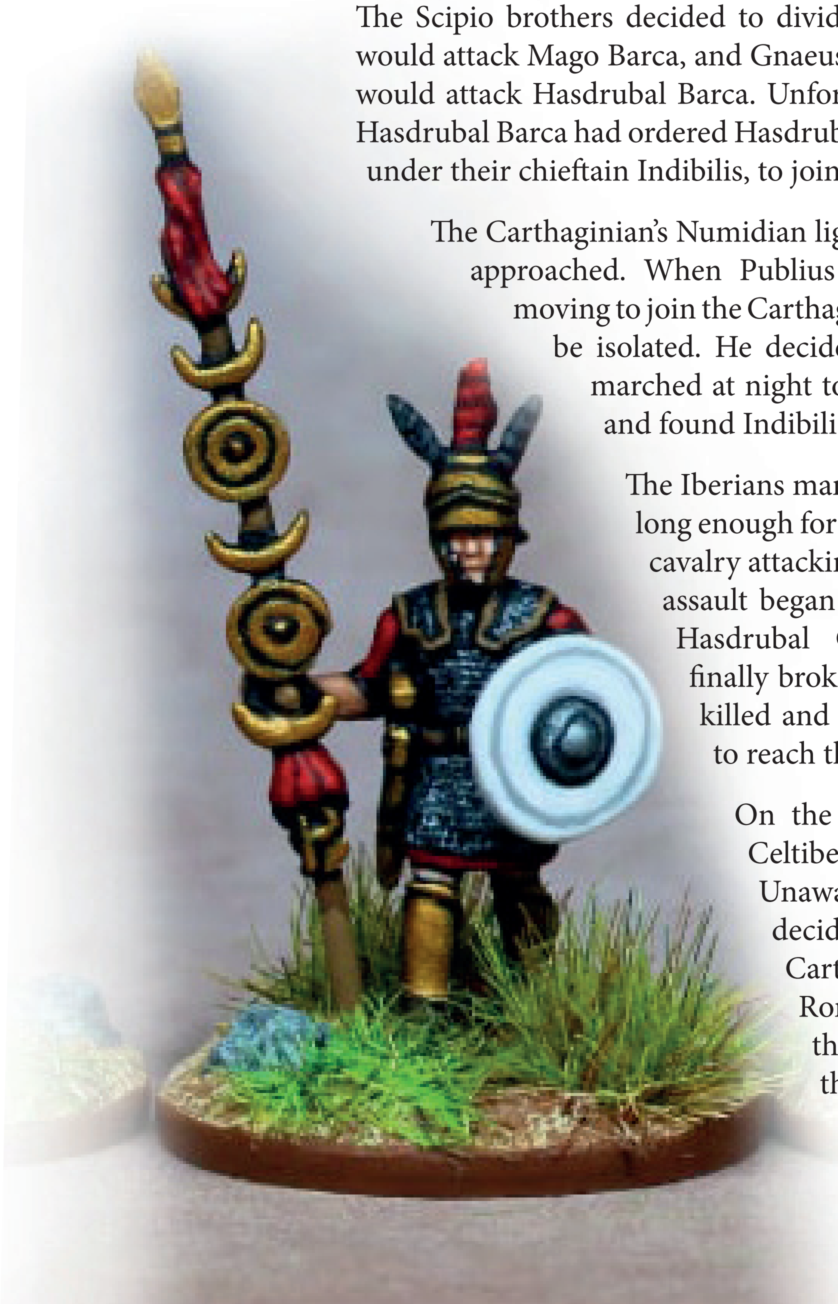
The Carthaginian armies were deployed separately. The main force under Hasdrubal Barca to the east, the forces of Mago Barca and Hasdrubal Gisgo to the west.

The Scipio brothers decided to divide their forces. Publius Scipio would attack Mago Barca, and Gnaeus Scipio, with the mercenaries, would attack Hasdrubal Barca. Unfortunately for the Roman plan, Hasdrubal Barca had ordered Hasdrubal Gisgo and his Iberian allies, under their chieftain Indibilis, to join Mago near Castulo.

The Carthaginian's Numidian light cavalry watched as Publius approached. When Publius was told that Indibilis was moving to join the Carthaginians he feared that he would be isolated. He decided to attack the Iberians. He marched at night to evade the Numidian cavalry and found Indibilis early the next morning.

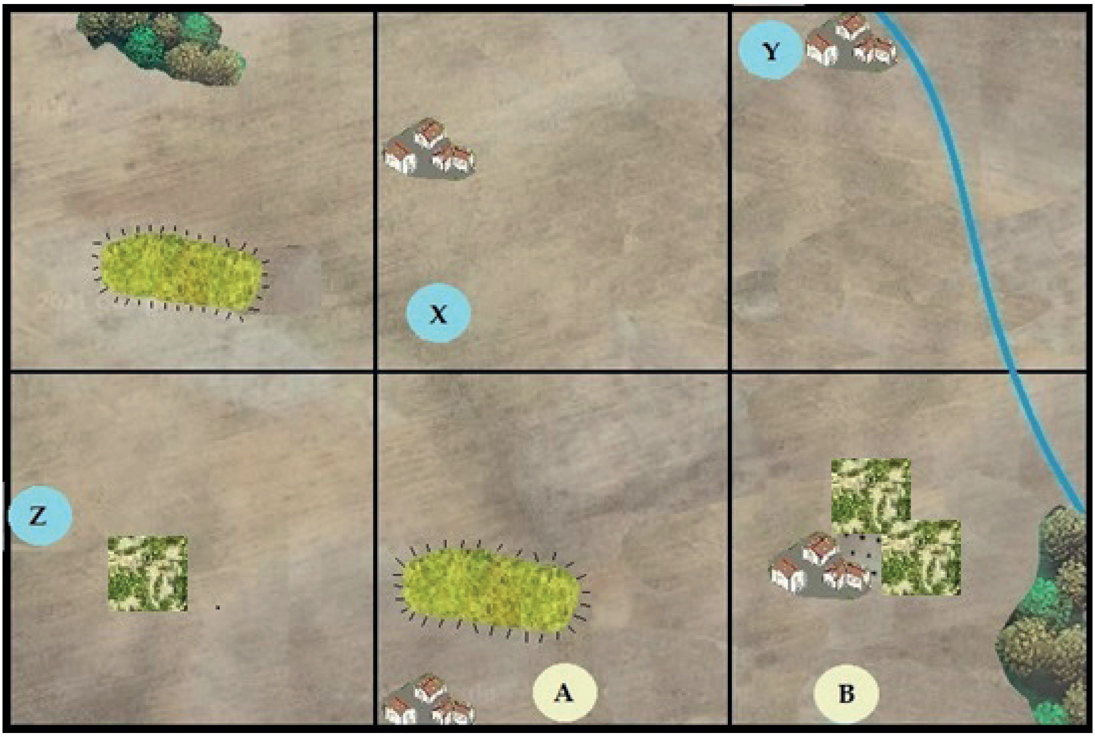
The Iberians managed to hold the Romans just long enough for the Numidians to arrive. With cavalry attacking from the flanks, the Roman assault began to weaken. When Mago and Hasdrubal Gisgo arrived the Romans finally broke and fled. Publius Scipio was killed and just a few survivors managed to reach their camp.

On the other front, Gnaeus Scipio's Celtiberians had deserted him. Unaware of Publius' fate, he decided to withdraw before the Carthaginians closed in. The Romans moved out at night but the Numidians located them the following day. Gnaeus and



his troops made their final stand on a hilltop near Ilorca. Heavily outnumbered the result was inevitable, Gnaeus was killed and his force destroyed.

Total Engaged	**Cavalry**	**Infantry**
Carthaginian	3,000	11,000
Roman	1,000	8,000



Game time Start at 7:00 a.m. **Game length** 12 turns

The Roman Army moves first. Start the battle on the first Roman Command card. For the first turn discard any Carthaginian cards up to the first Roman card.

Republican Roman Army

Objective

The primary aim is to destroy Indibilis' force. This would be a major victory.

A secondary objective is to avoid either command becoming exhausted. This would also be a minor victory.

Publius Scipio – Army Commander					
Massed infantry	3	T	Heavy cavalry	1	V
Adaptable infantry	1	T	Skirmish cavalry	1	T
Skirmish infantry	1	T			

'Livius Basilus'					
Massed infantry	3	T	Skirmish cavalry	1	T
Skirmish infantry	2	T			

Army Points and Deployment

The Romans (24 AP) deploy, either in line or in march columns, between A and B.

Carthaginian Army

This army has no overall commander; its various commands arrive from different directions at different times.

Objective

The aim is to break the Will of the Roman Army and force it to retreat.

Indibilis						**Massinissa**		
Massed infantry	3	T	Heavy cavalry	1	T	Skirmish cavalry	3	T
Adaptable infantry	1	T	Skirmish cavalry	1	T			
Skirmish infantry	2	T						

Mago Barca and Hasdrubal Gisgo					
Massed infantry	4	T	Heavy cavalry	2	T
Skirmish infantry	2	T	Skirmish cavalry	1	T

Army Points and Deployment

Indibilis (15AP)	within 10 cm of X. Massed units are in march columns; skirmishers are deployed in line.
Massinissa (6 AP)	***variable*** – enters at Y starting from turn 3, deployed in line.
Mago and Hasdrubal (18 AP)	***variable*** – enter at Z starting from turn 5. Massed units deployed in march columns; skirmishers in line.

Variable Deployment Times

Starting from the identified turn, roll a D6. On a score below, or equal, to the turn number add the command card/chit to the deck. If the command fails to arrive, dice again next turn. The latest that all Carthaginian forces can arrive is turn 6.

The Battle of Vercellae, 101 BCE

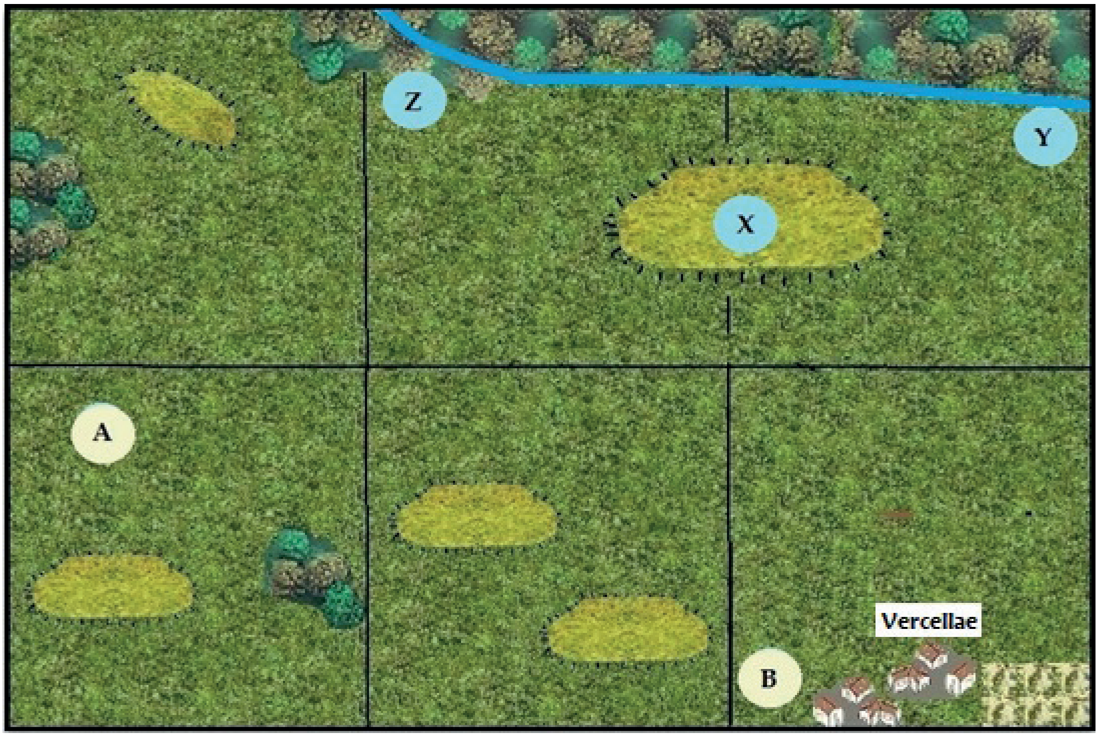
Following his victory at Aqua Sextae, Marius moved to intercept a large migration of Germanic tribes, led by the Cimbri, that had invaded northern Italy. Marius deployed in two wings and a centre. He commanded the left, Sulla the right, and Catullus the centre. His intent was to force the Cimbri to attack the Romans. In preparation Marius made his final sacrifice to the gods.

The Cimbri, led by their king, Boiorix, marched out of the woods in deep columns, with the cavalry in front to screen the deployment. Seeing the Roman Army already deployed, Boiorix launched his attack towards Catullus's centre, his cavalry turned away trying to draw the Romans out of their line. Some legionaries moved to pursue the Cimbri cavalry. The Cimbri infantry pushed on toward the gap in the Roman front.

At some point, the Cimbri horsemen were defeated by the Roman cavalry and forced back into the main body of infantry, disordering its attack. Seeing an opportunity, Catullus ordered his legions to attack. The other wings of the Roman Army then joined in on the Cimbri flanks.

The battle became a rout, and the rout became a massacre. Boiorix and his noblemen made a last stand, where they were all killed. The Romans had won a stunning victory and Marius claimed to have killed 100,000 warriors! Although this claim is not credible, thousands of women and children were enslaved and the Cimbri were destroyed.

Total Engaged	**Cavalry**	**Infantry**
Romans	2,000	11,000
Germans	1,500	13,000



Game time Start at 1:00 p.m. **Game length** 16 turns

The Cimbri army moves first. Start the battle on the first Cimbri Command card. For the first turn discard any Roman cards up to the first Cimbri card.

Objectives

The objective for both sides is the same. Break the Will of the enemy army and force it to retreat.

Cimbri Army

Lugix			**Boiorix Army Commander**			**‘*Avestix*’**		
Massed infantry	T	6	Massed infantry	V	2	Heavy cavalry	T	2
Skirmish infantry	T	2	Massed infantry	T	4	Skirmish cavalry	T	2
			Skirmish infantry	T	2			

Avestix (10AP) within 10 cm of X. Deployed in line.

Boiorix and Lugix (28 AP) deploy in line between Y and Z.

Marian Roman Army

Marius Army Commander			**Catullus**			**Sulla**		
Massed infantry	2	V	Massed infantry	6	T	Massed infantry	2	V
Skirmish infantry	1	V	Skirmish infantry	1	T	Skirmish infantry	1	V
Heavy cavalry	1	T				Heavy cavalry	2	T
Skirmish cavalry	1	T				Skirmish cavalry	1	T

The Romans (36 AP) - deploy in line anywhere between A and B.

Carthaginian Libyan Spearmen (Nik Gaukroger)

Age of Expansion Army Lists

All lists have a core worth 24 AP, plus 6 AP of additional units. They are intended for balanced club night battles rather than historical refights.

Allies

A force may substitute 6 AP and a commander from one of its commands for a force of 6 AP and a Commander drawn from the core troops of an allied army.

On rare historical occasions there were armies formed of several different allies. Where this can be shown to be the case, or if both players agree, then two commands may be substituted as above.

The Lists

1. **Republican Roman**
2. **Apulian**
3. **Carthaginian**
4. **Gallic**
5. **Numidian**
6. **Spanish**
7. **Germanic**
8. **Marian Roman**

1. Republican Roman 275–125 BCE

This list covers Rome's wars with Carthage, and a range of Successor states. It is an army that evolved from the earlier Camillan system. It would continue to evolve. Strategically, one of Rome's greatest advantages was a seemingly inexhaustible supply of manpower. Although in times of dire need new legions had to be raised from levies of slaves and convicts.

Most Roman commanders were politically appointed by the Senate and their quality was very variable. This could lead to disaster, such as at Cannae in 216. By contrast, Rome's most famous commander of this time, Publius Cornelius Scipio (often known as Scipio Africanus), was so successful that he would go down in history as a master of the battlefield.

The Roman Army was dependent on its legions. These were mostly armed with a heavy throwing spear called a pilum. About a third of the heavy infantry retained long spears.

Hoplite battle line (Paul Reynolds)

Commanders – Up to 4									
Core Troops									
Ar	**Pb**	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Ch**
2 AP	3 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	-	7	1	3	-	-	1	1	-
Additional troops – up to 6 AP from									
-	-	3	1	1	-	-	1	1	-

Notes on Troop Types	
Troop Quality – varied significantly. A few units (up to 3 in total) could be Veteran. Most would be Trained, but many (up to 5 units) could be Raw (representing hastily raised or unwilling allied units).	
HI	A legion has a structure of 1 unarmoured unit (hastati) and 1 armoured unit (principes) both with pilum (impact weapon), plus 1 unit of armoured spearmen (triarii).
	Up to 2 units may be spear-armed mercenaries (probably Celtic, Italian or Spanish). Maximum of 1 armoured mercenary unit.
Ad	Spear-armed, unarmoured units (probably Celtic, Italian or Spanish mercenaries).
LI	Each legion would have 1 unarmoured, javelin-armed skirmisher. Up to 1 unit of shieldless, unarmoured bow/sling-armed skirmishers. The remainder have javelins and are unarmoured.
HC	The core unit would be armoured, javelin-armed Romans. Any additional units would be mercenaries, possibly unarmoured.
LC	Javelin-armed, unarmoured mercenaries (probably Celtic, Numidian or Spanish).

Siciliot skirmishers
(Paul Reynolds)

2. Apulian 300–200 BCE

This list covers armies of the Southern Italian nations that resisted the expansion of Rome. It includes Apulians, Bruttians, Campanians, Lucanians and Samnites. For example, the Apulians allied with Pyrrhus against Carthage, and then against Rome. Similarly, the Bruttians and Lucanians fought for Hannibal against Rome.

The forces of the different nations varied considerably during the period. Many seem to have fought in their traditional styles. Before the end of the period, they were all brought under Roman rule and adopted Roman equipment and tactics.

The cavalry was an effective part of these armies although the infantry was usually the most numerous component. There was some use of armour but most appear to have fought unarmoured.

Commanders – Up to 3									
Core Troops									
Ar	**Pb**	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Ch**
2 AP	3 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	-	5	3	2	-	-	2	-	-
Additional troops – up to 6 AP from									
-	-	2	-	2	-	-	1	2	-

Notes on Troop types	
Troop Quality – A small number of units (up to 2 in total) could be Veteran. Most would be Trained, but some troops (up to 3 units) could be Raw.	
HI	Up to 33% armoured spearmen. The remainder unarmoured spearmen.
	A single unit may be an unarmoured, shieldless Rabble.
Ad	Unarmoured, javelin-armed (a single unit may be armoured).
LI	Unarmoured, javelin-armed. Any may be shieldless.
HC	The core units would be armoured Campanians. Any additional unit may be either armoured or unarmoured.
LC	Javelin-armed, unarmoured.

3. Carthaginian 275–145 BCE

This list covers Carthaginian armies from the war against Pyrrhus until the destruction of Carthage by the Romans. It sees Carthaginian armies fighting in Libya, Numidia, Spain, Gaul, and Italy. On occasion these armies had great success, but there were also some crushing defeats.

Carthaginian armies often fought with contingents from their Allies. Carthage was a major economic power in the Mediterranean at this time. The wealth that created meant that there would often be a significant number of mercenary troops included in the army.

Commanders – Up to 4									
Core Troops									
Ar	**Pb**	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Ch**
2 AP	3 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	-	4	2	2	-	-	2	2	-
Additional troops – up to 6 AP from									
-	-	2	1	2	1	-	1	1	-

Notes on Troop Types	
Troop Quality – declined over the period. A few units (up to 3 in total) could be Veteran. Most would be Trained. After 200 BCE armies had high numbers of Raw troops (a minimum of 4 units – representing hastily raised, less well-trained, and possibly unwilling units).	
HI	Up to 2 units of Carthaginian armoured spearmen. The remainder unarmoured.
	Up to 2 units may be mercenaries, armed in their normal style (probably javelins for Gallic and Italians, and possibly the soliferrum for the Spanish). Including a maximum of 1 armoured mercenary unit.
	A single unit may be an unarmoured, shieldless rabble.
Ad	Javelin-armed units (up to 33% armoured).
LI	Up to 2 units of shieldless, unarmoured bow/sling-armed skirmishers. The remainder are unarmoured with javelins. Any may be shieldless.
El	The elephants are shielded (howdah) but unarmoured. They may not be Veteran.
HC	One core unit would be armoured Carthaginians. Any other units may be either armoured or unarmoured mercenaries.
LC	Unarmoured, javelin-armed mercenaries (probably Numidian or Spanish).

4. Gallic 300–50 BCE

This list covers the Celts until conquered by Caesar in 58 BCE. During this period, they held significant territories in Northern Italy and the Balkans. Most large armies would be alliances of tribes.

There is evidence that Celts fought in either close or loose formations (very helpful!) This suggests an approach that was probably more dependent on the terrain rather than any particular fighting style.

During the period there was a gradual shift from chariots to light cavalry, especially for skirmishing action.

<table>
<tr><th colspan="10">Commanders – Up to 3</th></tr>
<tr><td colspan="10"></td></tr>
<tr><th colspan="10">Core Troops</th></tr>
<tr><th>Ar</th><th>Pb</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC *</th><th>Ch *</th></tr>
<tr><td>2 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>-</td><td>-</td><td>5</td><td>2</td><td>2</td><td>-</td><td>-</td><td>2</td><td>-</td><td>2 *</td></tr>
<tr><th colspan="10">Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>-</td><td>3</td><td>1</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td><td>1 *</td></tr>
</table>

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">Troop Quality – A few units (up to 1 per commander) could be Veteran. Most would be Trained. Some units (up to 3 units) could be Raw (representing hastily raised or unwilling allied units).</td></tr>
<tr><td>HI</td><td>1 unit per command would be a bodyguard of armoured warriors (bodyguards). The remainder are unarmoured.</td></tr>
<tr><td></td><td>A single unit may be an unarmoured, shieldless Rabble.</td></tr>
<tr><td>Ad</td><td>Javelin-armed and unarmoured.</td></tr>
<tr><td>LI</td><td>Max. 1 unit of shieldless, unarmoured bow/sling-armed skirmishers.
The remainder are unarmoured with javelins.</td></tr>
<tr><td>HC</td><td>Up to 1 unit of armoured troops. The remainder are unarmoured.</td></tr>
<tr><td></td><td>Exchange Ch for LC – Before 225 BCE max. 1 unit After 225 BCE any units</td></tr>
<tr><td>LC *</td><td>Javelin-armed and unarmoured.</td></tr>
<tr><td>Ch *</td><td>Javelin-armed and unarmoured.</td></tr>
</table>

5. Numidian 250 BCE–40 CE

Throughout this period, various princes sought to gain tribal dominance through alliances. In the Punic wars, some factions fought for the Carthaginians, but others fought for the Romans. in the Roman civil wars of the first century BCE some factions fought for Pompey, but others fought for Caesar. Eventually, all of the various tribes were defeated and the area became a Roman province.

The skirmishing light cavalry was the main type. These were valuable troops and they were much sought after as allies.

There were some lightly armed, unarmoured infantry but this was usually found at home in Africa. Late in the period, after much contact with the Romans, the Numidians tried to copy the equipment of Marius' legionaries. This was not a great success as the training was never adequate to match the Romans.

Commanders – Up to 3									
Core Troops									
Ar	**Pb**	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Ch**
2 AP	3 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	-	-	1	5	-	-	1	7	-
Additional troops – up to 6 AP from									
-	-	-	2	1	1	-	1	1	-

Notes on Troop Types	
Troop Quality – Up to 2 units could be Veteran. Most would be Trained. Up to 4 units could be Raw (representing hastily raised levies).	
Ad	This represents the light infantry massing together rather than a specialist type.
LI	Max. 1 unit of shieldless, unarmoured bow/sling-armed skirmishers. The remainder are unarmoured with javelins and shields.
El	The elephants are shielded (howdah) but unarmoured. They may not be Veteran.
HC	Up to 1 unit of armoured troops. The remainder are unarmoured.
LC	All unarmoured.

6. Spanish 250–20 BCE

This list covers the armies of the various Spanish tribes from the Carthaginian expansion into Spain until the last Spanish revolt against Roman rule. Commanders may be classed as allies because larger armies were often made up of a coalition of tribes.

Although there were differences in the appearance of the various tribal groups, the majority appear to have fought as close order infantry. Some of the tribes carried a heavy spear, known as a soliferrum, which counts as an impact weapon.

Commanders – Up to 3									
Core Troops									
Ar	**Pb**	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Ch**
2 AP	3 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	-	5	3	3	-	-	1	1	-
Additional troops – up to 6 AP from									
-	-	2	1	2	-	-	-	2	-

Notes on Troop Types	
Troop Quality – A few units (up to 1 per commander) could be Veteran. Most would be Trained, but a few (up to 3 units) could be Raw (representing hastily raised or unwilling allied units).	
HI	Up to 3 units of armoured spearmen. The remainder unarmoured spearmen.
	Up to 2 units may carry the soliferrum (impact weapon).
Ad	Javelin-armed and unarmoured.
LI	Max. 1 unit of shieldless, unarmoured bow/sling-armed skirmishers. The remainder are unarmoured with javelins.
HC	Up to 1 unit of armoured troops. The remainder are unarmoured.
LC	Javelin-armed and unarmoured.

7. Germanic 250 BCE–200 CE

This list covers the various Germanic tribes whose territories stretched northward from the Rhine and Danube rivers. Like the Celtic peoples, most armies would be formed from tribal alliances. Sometimes these alliances might last for several years as the tribes travelled across neighbouring lands. One major migration of this kind was made by the Cimbri and Teutones. With their Celtic allies, they proved a major threat to the Romans until finally defeated by Marius in 101 BCE. Over the first two periods in these rules, the number of large-scale invasions declined, and both sides settled down to raiding across the frontiers.

The infantry usually fought in close formation and, like the Celts, most leaders had a bodyguard of veteran warriors. The cavalry was sometimes accompanied by light infantry, who would provide additional support.

Commanders – Up to 3									
Core Troops									
Ar	**Pb**	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Ch**
2 AP	3 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	-	6	1	2	-	-	2	1	-
Additional troops – up to 6 AP from									
-	-	3	1	2	-	-	1	-	-

Notes on Troop Types	
Troop Quality – A few units (up to 1 per commander) could be Veteran. Most would be Trained, but some (up to 3 units) could be Raw (representing hastily raised troops).	
HI	1 unit per command may be an armoured unit (bodyguards). The remainder are unarmoured.
	A single unit may be an unarmoured, shieldless rabble.
Ad	Javelin-armed and unarmoured.
LI	Max. 1 unit of shieldless, unarmoured bow/sling-armed skirmishers. The remainder are unarmoured with javelins.
HC	Up to 1 unit of armoured troops. The remainder are unarmoured.
LC	Unarmoured, javelin-armed.

8. Marian Roman 105–25 BCE

This list covers the Roman armies from the reforms of Marius until those of Augustus, including those of Marius, Sulla, Pompey, Crassus and Julius Caesar. During this period the Romans fought with many varied opponents and between themselves during the bitter Civil War of 49–45 BCE.

The number of men in a legion remained similar but the distinctions between the types of infantry disappeared. All legionaries were now uniformly armed with pilum and short sword. They were most usually, but not always, protected by a mail shirt and an oval scutum.

Most of the supporting non-Italian infantry and cavalry had not yet been brought under control of the Roman state. They were usually equipped, and continued to fight, in their own native styles.

<table>
<tr><th colspan="10">Commanders – Up to 4</th></tr>
<tr><td colspan="10"></td></tr>
<tr><th colspan="10">Core Troops</th></tr>
<tr><th>Ar</th><th>Pb</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC</th><th>Art</th></tr>
<tr><td>2 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>-</td><td>-</td><td>7</td><td>1</td><td>3</td><td>-</td><td>-</td><td>1</td><td>1</td><td>-</td></tr>
<tr><th colspan="10">Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>-</td><td>2</td><td>1</td><td>1</td><td>1</td><td>-</td><td>1</td><td>1</td><td>1</td></tr>
</table>

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">Troop Quality – Some units (up to 4 in total) could be Veteran. Most would be Trained. Up to 3 units could be Raw (representing hastily raised or unwilling units).</td></tr>
<tr><td>HI</td><td>Up to 8 legionary units, all armoured and armed with pilum (impact weapon).</td></tr>
<tr><td></td><td>1 unit may be spear-armed mercenaries (probably Celtic, Greek, Illyrian or Spanish).</td></tr>
<tr><td>Ad</td><td>Javelin-armed units (probably Celtic, Illyrian or Spanish mercenaries).
Maximum of 1 spear-armed, armoured unit. The remainder are unarmoured.</td></tr>
<tr><td>LI</td><td>Up to 1 unit of unarmoured, shieldless bow/sling-armed skirmishers.
The remainder are unarmoured and have javelins.</td></tr>
<tr><td>El</td><td>The elephants are shielded (howdah) but unarmoured. They may not be Veteran.</td></tr>
<tr><td>HC</td><td>The core unit would be armoured, javelin-armed Romans. Others may be armoured or unarmoured mercenaries, or additional Roman units.</td></tr>
<tr><td>LC</td><td>Unarmoured, javelin-armed mercenaries (probably Numidian, Spanish or Syrian).</td></tr>
</table>

Scenarios – Age of Empire

#	Name	Date	Type of Battle			
1	**Medway**	43 CE	*Blocking*	Rome	vs	Britons
2	**Tapae**	101 CE	*Deliberate*	Dacians	vs	Rome

The Battle of the Medway, 43 CE

This was the first major battle of the Emperor Claudius' invasion of Britain. Under the command of Aulus Plautius, the Roman invasion force contained approximately 20,000 men. This included elements drawn from four main legions plus additional bodies of cavalry and auxiliary infantry.

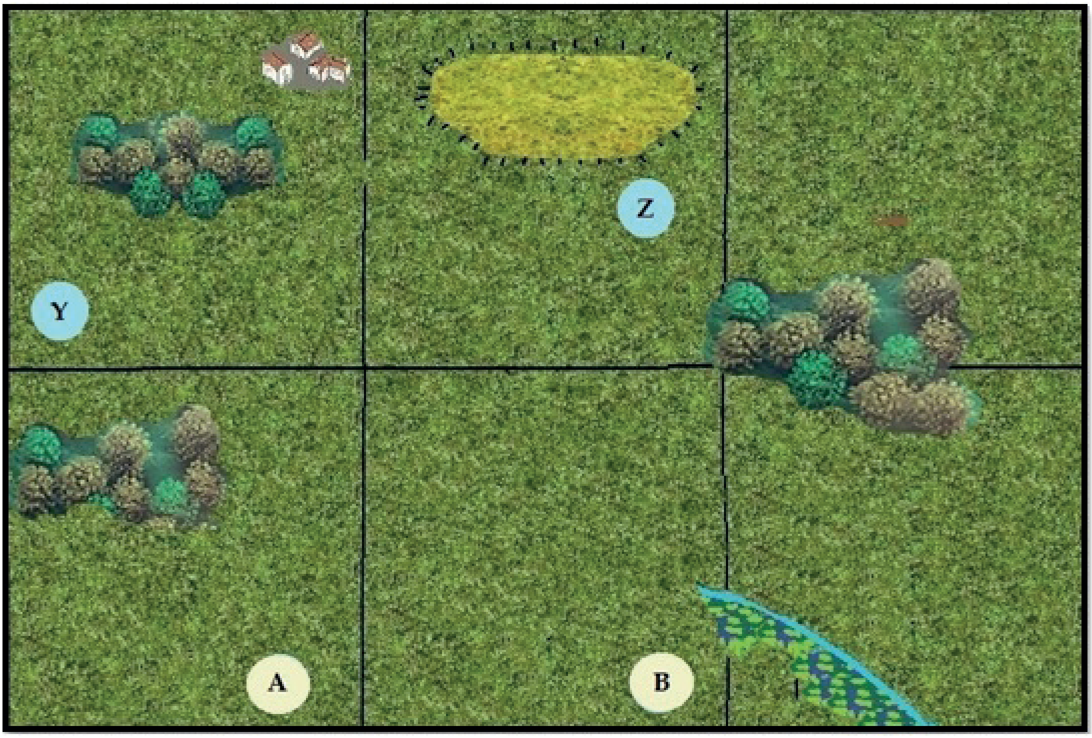
On hearing of the Roman landing, Togodumnus, king of the Catuvellauni, moved to block the advancing Romans. His brother, Caratacus, was a chieftain of a group of the same tribe living a short distance away. Together, they would combine their forces and attempt to hold the Romans to the south of the River Medway.

On the first day of battle, some Roman auxiliaries managed to cross the river and create a bridgehead. Some time later, Vespasianus (a future Roman emperor) crossed the river with a large force but these first clashes were indecisive and both sides settled down for the night.

On the second day, the Romans launched their attack. This was led by Gnaeus Geta, who was nearly killed. However, his troops rallied and fought on. More Romans joined the battle and the Britons were eventually overcome. Many fled north towards their homelands.

The Romans set about securing their base in the south. However, the patchwork of tribes across the land meant that the British were conquered. Caratacus continued to fight on until he was captured in 50 CE and other revolts, including the most famous by Boudicca around 10 years later, meant that the Romans still had work to do.

Total Engaged	Cavalry	Infantry
Romans	800	9,000
Ancient British	1,000	11,000



Game time Start at 11:00 a.m. **Game length** 12 turns

Objectives

The objective for both sides is the same. Break the Will of the enemy army and force it to retreat.

The Roman Army moves first. Start the battle on the first Roman Command card. For the first turn discard any Ancient British cards up to the first Roman card.

Ancient British Army

Togodumnus **Army Commander**		
Massed infantry	1	V
Massed infantry	4	T
Skirmish infantry	2	T
Chariots	1	V
Skirmish cavalry	1	T

Caratacus		
Massed infantry	1	V
Massed infantry	3	T
Skirmish infantry	2	T
Chariots	1	T
Skirmish cavalry	1	T

Ancient British (32 AP) – deploy in line between Y and Z.

Early Imperial Roman Army

Vespasianus			**Plautius** **Army Commander**			**‘*Albinius*’**		
Adaptable infantry	2	V	Massed infantry	3	V	Massed infantry	3	V
Heavy cavalry	1	V	Skirmish infantry	1	T	Skirmish infantry	1	T
Skirmish cavalry	1	T						

The Romans (23 AP) – deploy in line anywhere between X and Y.

The Battle of Tapae, 101 CE

Since the reign of Augustus, the Dacian frontier had been relatively peaceful. Although there had been periods of skirmishing, there had been no open warfare. This changed dramatically in 88 CE when the Dacians, under King Duras, invaded the Roman province of Moesia. The Roman Emperor Domitian immediately responded but his general, Cornelius Fuscus, was defeated at the first Battle of Tapae by the Dacian Decebalus. Another Roman general, Tettius Julianus, was more successful and the subsequent peace treaty lasted for a decade.

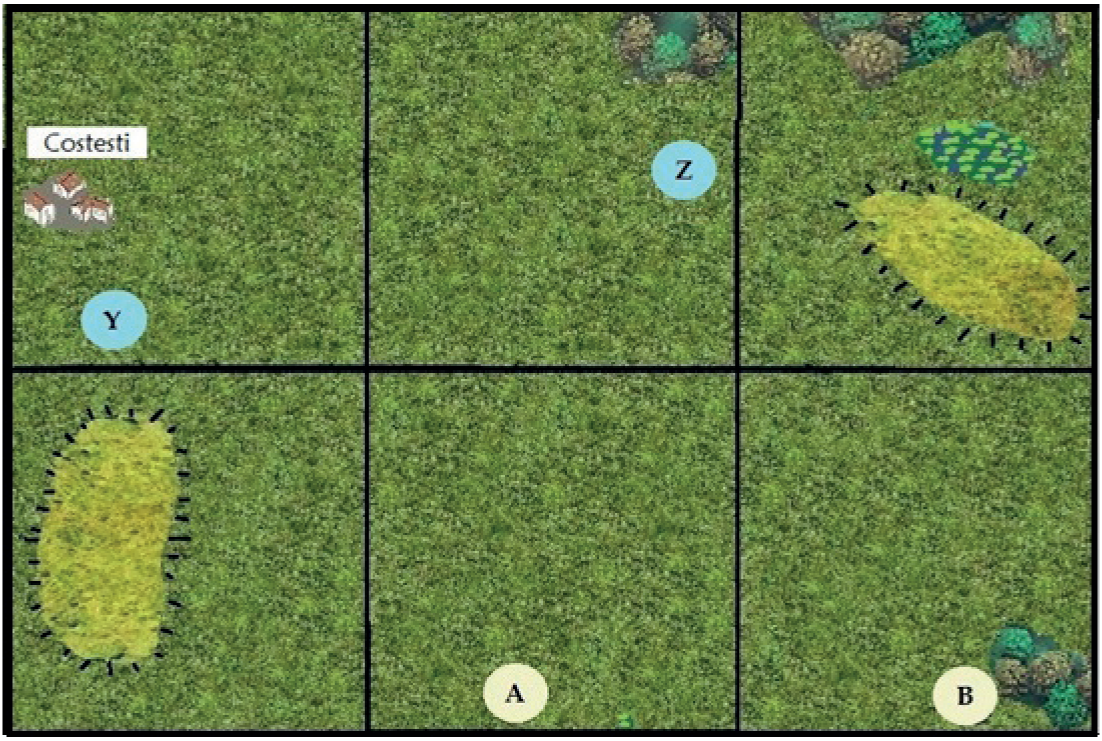
Decebalus continued to undermine the security of the Dacian frontier. He made alliances with other tribes to put pressure on the Romans. The new Emperor, Trajan, needed to time to organise an army to respond to this renewed threat. By 101 he was ready to launch his own offensive. His army followed much the same route in to Dacia as it had 13 years before.

The road to Tapae follows a valley directly towards the Dacian capital. Decebalus decided to block the Roman advance at this point. No one has found any contemporary documents describing the course of this battle. What is known is that it was hard fought. It has been said that a thunderstorm broke out which was interpreted in opposite ways by the two sides. The Romans took it as a sign that Mars, their god

Middle Empire Legionaries awaiting their orders (Simon Clark) of war was arriving for their side. The Dacians took it that their gods were dissatisfied. Whatever the truth, the Dacian army eventually gave way, leaving the route to their capital open.

It was to take a five more years of hard campaigning before Trajan could claim control over his new Dacian province. A few years later, Trajan commissioned the building of one of the most famous Roman monuments. Trajan's Column stands both as a monument to Trajan's achievements, and also a reminder to everyone of the power of Rome.

Total Engaged	**Cavalry**	**Infantry**
Dacians	1,500	13,000
Roman	2,000	14,000



Game time Start at 8:00 a.m. **Game length** 15 turns

Early Imperial Roman Army

Objective

The aim is to break the Will of the Dacian army and force it to retreat.

A secondary objective is to exhaust any Dacian command without exhausting any Roman command. This would be a minor victory.

Trajanus Army Commander		
Massed infantry	2	V
Massed infantry	2	T
Adaptable infantry	1	T
Archers	1	T
Artillery	1	T

'Catus'		
Heavy cavalry	2	V
Skirmish cavalry	1	T
Skirmish infantry	1	T

'Pietas'		
Massed infantry	3	T
Adaptable infantry	1	V
Adaptable infantry	1	T
Archers	1	T
Skirmish infantry	2	T

Army Points and Deployment

The Romans (37 AP) – deploy, either in line or in march columns, between A and B.

Dacian Army

Objective

The aim is to break the Will of the Roman Army and force it to retreat.

Decebalus **Army Commander**		
Massed infantry	2	V
Massed infantry	3	T
Archers	1	T
Skirmish infantry	2	T
Heavy cavalry	1	V

‘Scorisicus’		
Adaptable infantry	4	T
Archers	1	T
Skirmish cavalry	2	T
Skirmish infantry	2	T

Army Points and Deployment

Dacians (33 AP) – deploy in line between Y and Z.

Age of Empire Army Lists

All lists have a core worth 24 AP, plus 6 AP of additional units. They are intended for balanced club night battles rather than historical refights.

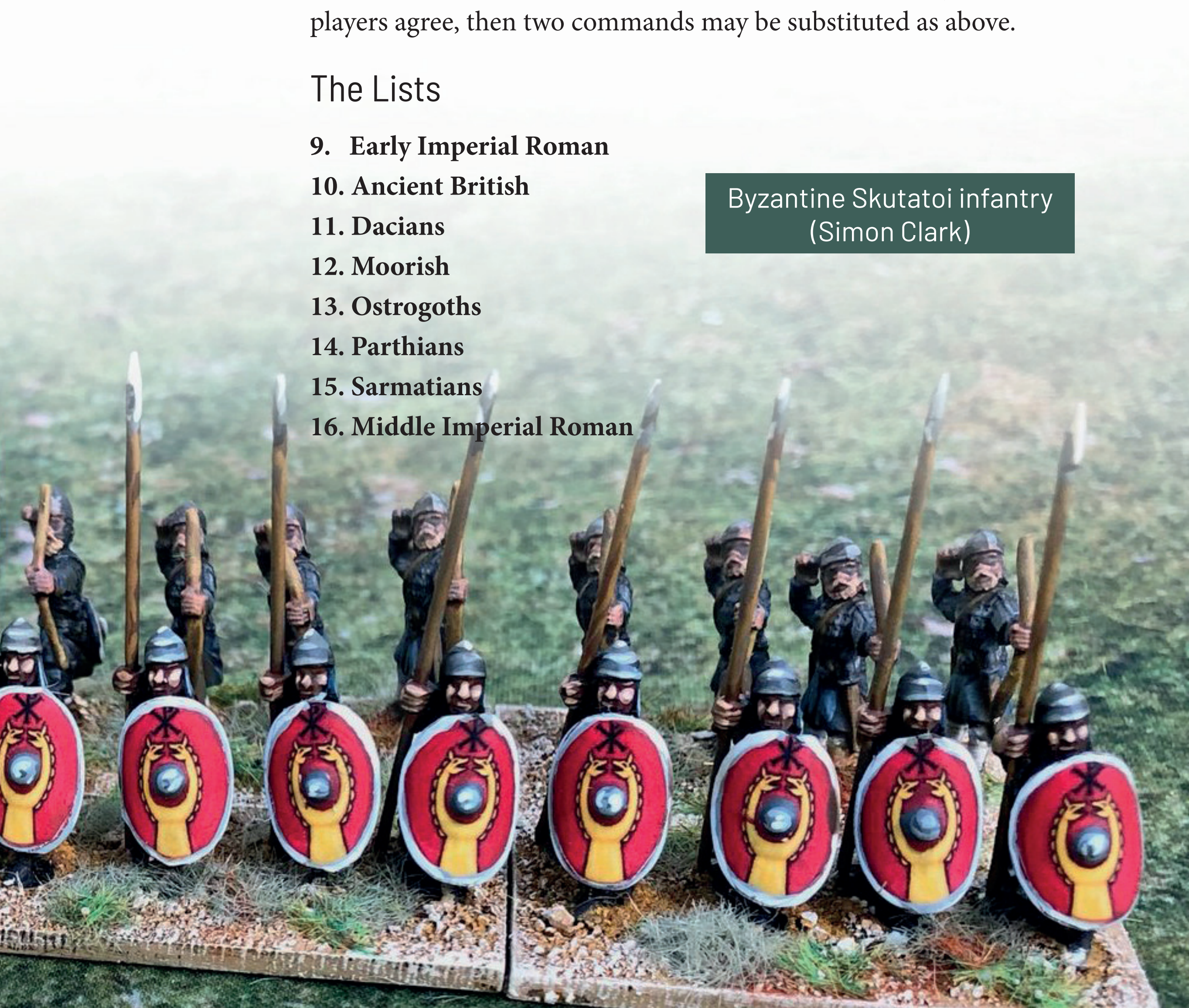
Allies

A force may substitute 6 AP and a commander from one of its commands for a force of 6 AP and a Commander drawn from the core troops of an allied army.

On rare historical occasions there were armies formed of several different allies. Where this can be shown to be the case, or if both players agree, then two commands may be substituted as above.

The Lists

9. **Early Imperial Roman**
10. **Ancient British**
11. **Dacians**
12. **Moorish**
13. **Ostrogoths**
14. **Parthians**
15. **Sarmatians**
16. **Middle Imperial Roman**



Byzantine Skutatoi infantry (Simon Clark)

9. Early Imperial Roman 30 BCE–100 CE

Rome continued to expand its influence. By the end of this period Rome's frontiers would almost be at their greatest extent. Civil wars were still common at this time, which includes The Year of the Four Emperors (69 CE).

The auxiliary infantry and cavalry were now organised as regular troops. The main force was still the legionary infantry. Legions were raised from all areas of the Empire which sometimes caused problems during the periods of civil war. Detachments from the legions could be found many miles away from their home bases as part of a more mobile field army.

Commanders – Up to 4								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
1	4	1	2	-	-	2	1	1
Additional troops – up to 6 AP from								
1	1	2	2	-	-	1	1	-

Notes on Troop Types	
Troop Quality – Up to 4 units could be Veteran. Most would be Trained, but a few (up to 20% of the total) could be Raw (representing hastily raised or unwilling units).	
Ar	Shieldless. A maximum of 1 unit may be armoured.
HI	All HI are legionary units – armoured and armed with pilum (impact weapon).
Ad	Spear-armed and mostly armoured. A maximum of 1 unit may be unarmoured.
LI	Up to 1 unit of shieldless, unarmoured bow/sling-armed skirmishers. The remainder have javelins and are unarmoured.
HC	All armoured, javelin-armed Romans.
LC	Up to 1 unit of shieldless, unarmoured bow-armed skirmishers. Remainder javelin-armed and unarmoured.
Art	Ballista-type weapons.

10. Ancient British 300 BCE–100 CE

The armies of the ancient Britons were very similar to those of their Gallic neighbours. During this period, they would mostly be fighting against other tribes. Tribes could gather together to fight the Roman invasions and to raise forces for rebellion against Roman rule. Perhaps the most famous of these rebellions would be that of Queen Boudicca in East Anglia.

Unlike the continental Celts, the Britons did not convert their chariot riding warriors into cavalry. It seems that the chariot forces contained many of the best warriors. By contrast, the light cavalry seems to have been unarmoured and sometimes lacked equipment. Roman writers do not appear to have considered them to be a threat.

The main strength of these armies lies in the mass of largely unarmoured charging warriors.

<table>
<tr><th colspan="9">Commanders – Up to 3</th></tr>
<tr><td colspan="9"></td></tr>
<tr><th colspan="9">Core Troops</th></tr>
<tr><th>Ar</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC</th><th>Ch</th></tr>
<tr><td>2 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>-</td><td>7</td><td>-</td><td>4</td><td>-</td><td>-</td><td>-</td><td>1</td><td>2</td></tr>
<tr><th colspan="9">Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>3</td><td>-</td><td>2</td><td>-</td><td>-</td><td>-</td><td>3</td><td>-</td></tr>
</table>

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">**Troop Quality** – A small number of units (up to 2 in total) could be Veteran. Most would be Trained, but many (up to 4 units) could be Raw (representing unwilling tribal allies).</td></tr>
<tr><td>**HI**</td><td>A maximum of 1 unit may be armoured. The remainder are unarmoured spearmen.</td></tr>
<tr><td></td><td>A maximum of 1 unit may be an unarmoured, shieldless rabble.</td></tr>
<tr><td>**LI**</td><td>Up to 1 unit of shieldless, unarmoured bow/sling-armed skirmishers.
Remainder javelin-armed and unarmoured.</td></tr>
<tr><td>**LC**</td><td>Javelin-armed, unarmoured.
Up to 2 units may have shields, the remainder are shieldless.</td></tr>
<tr><td>**Ch**</td><td>Javelin-armed, unarmoured.</td></tr>
</table>

11. Dacians 50 BCE–150 CE

Before the time of Julius Caesar, the Dacian tribes had raided into the northern territories of Rome. By the end of the first century CE these raids had become more damaging. The most successful Dacian king was Decebalus and the Roman emperors Domitian and Trajan both campaigned against him. The Roman armies fought over decades, sometimes with success and sometimes with failure. Ultimately the Dacians were brought under Roman control.

This army was well suited to the woods and mountains of its homeland. It contained relatively little cavalry and depended on a mass of charging infantry.

The Romans noted that some of the tribes were particularly skilled with a heavy cutting weapon called a falx (based on a sickle).

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
2	2	3	5	-	-	1	1	-
Additional troops – up to 6 AP from								
-	2	2	4	-	-	-	1	-

Notes on Troop Types	
Troop Quality – A few units (up to 3 in total) could be Veteran. Most would be Trained, but some (up to 3 units) could be Raw.	
Ar	Shieldless and unarmoured.
HI	A maximum of 1 unit may be armoured. The remainder are unarmoured spearmen.
	Up to 2 units may be armed with the falx (impact weapon)
Ad	Javelin-armed and unarmoured.
LI	Up to 1 unit of shieldless, unarmoured bow-armed skirmishers. Remainder javelin-armed and unarmoured.
HC	Armoured, and javelin-armed.
LC	Javelin-armed and unarmoured.

12. Moorish 50 BCE–400 CE

This list covers the Moorish armies through to their conquest by the Arabs. The story of the first hundred years was one of resistance to Rome. As with so many other peoples they were defeated and became a province.

There were a number of rebellions, especially as Roman power declined. The last fight during this period was against the Vandals who invaded the territory in 429 CE.

The armies of the Moors were similar to the earlier Numidians. They were largely made up of masses of skirmishing infantry and light cavalry.

<table>
<tr><th colspan="9">Commanders – Up to 3</th></tr>
<tr><td colspan="9"></td></tr>
<tr><th colspan="9">Core Troops</th></tr>
<tr><th>Ar</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC</th><th>Art</th></tr>
<tr><td>2 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>-</td><td>4</td><td>-</td><td>5</td><td>-</td><td>-</td><td>1</td><td>4</td><td>-</td></tr>
<tr><th colspan="9">Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>2</td><td>-</td><td>2</td><td>-</td><td>-</td><td>1</td><td>2</td><td>-</td></tr>
</table>

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">**Troop Quality** – Up to 2 units could be Veteran. Most would be Trained, but up to half of the total could be Raw (representing hastily raised units).</td></tr>
<tr><td>**HI**</td><td>All units are unarmoured.</td></tr>
<tr><td>**LI**</td><td>Max. 1 unit of shieldless, unarmoured bow-armed skirmishers.
The remainder are unarmoured with javelins.</td></tr>
<tr><td>**HC**</td><td>Up to 1 unit of armoured troops. The remainder are unarmoured.</td></tr>
<tr><td>**LC**</td><td>Javelin-armed and unarmoured.</td></tr>
</table>

13. Ostrogoths 150 CE–450 CE

This list covers migration of the Ostrogoths and their tribal neighbours, the Heruls and the Sciri, from the steppes of the east into the Roman heartlands. For the first half of this period, they were committed enemies of Rome. They crushingly defeated the emperor Valens, who died with his army, at the Battle of Adrianople in 378 CE.

At a later date they would create an Italian kingdom, but in the second half of the period the Romans increasingly used these warriors as foederati (paid allies). This practice continued beyond the time of these rules into the period of the Byzantine Empire.

This is an army dependent on its cavalry. The infantry was mainly archers that were poorly equipped for hand-to-hand battle.

Both armies deploy in depth. Figures from the collection of the author, painted by Alan Bettridge.

The Macedonian Army. Figures from the collection of the author, painted by Alan Bettridge.

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
2	1	-	3	-	-	5	-	-
Additional troops – up to 6 AP from								
2	1	-	2	-	-	2	-	-

Notes on Troop Types	
Troop Quality – Up to 3 units could be Veteran. Most would be Trained. Up to 2 units could be Raw (representing unwilling allied units).	
Ar	Shieldless and unarmoured.
HI	All units are unarmoured.
LI	Max. 2 units – unarmoured with javelins and shields. The remainder are shieldless, unarmoured bow-armed skirmishers.
HC	Up to 2 units of armoured troops. The remainder are unarmoured.

14. Parthians 200 BCE–250 CE

This list covers Parthian armies until an internal revolt saw the ruling Arcasids replaced by the Sassanid Persians around 225 CE. One branch of the Arcasids fought on, with Roman and later Byzantine, support until the last Arcasid king died in 428 CE.

Many nobles were fully armoured cataphracts. In these units both men and horses were covered in armour. Whilst impressive, this equipment was not particularly suitable for mobile warfare in arid conditions. The other major type in most Parthian armies was the light cavalry horse archer. These were more numerous than the cataphracts but they were unlikely to win battles on their own.

Battle joined between Later Macedonian and Republican Roman armies. Figures from the collection of the author, painted by Alan Bettridge.

The Roman infantry centre deployed. Figures from the collection of the author, painted by Alan Bettridge.

<table>
<tr><th colspan="9">Commanders – Up to 3</th></tr>
<tr><td colspan="9"></td></tr>
<tr><th colspan="9">Core Troops</th></tr>
<tr><th>Ar</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC</th><th>Art</th></tr>
<tr><td>2 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>1</td><td>1</td><td>-</td><td>4</td><td>-</td><td>2</td><td>-</td><td>4</td><td>-</td></tr>
<tr><th colspan="9">Additional troops – up to 6 AP from</th></tr>
<tr><td>1</td><td>1</td><td>-</td><td>2</td><td>-</td><td>1</td><td>-</td><td>2</td><td>-</td></tr>
</table>

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">Troop Quality – Up to 2 units could be Veteran. Most would be Trained. Up to 2 units could be Raw (representing hastily raised units).</td></tr>
<tr><td>Ar</td><td>Shieldless and unarmoured.</td></tr>
<tr><td>HI</td><td>All units are unarmoured.</td></tr>
<tr><td>LI</td><td>Max. 2 units of shieldless, unarmoured bow/sling-armed skirmishers.
The remainder are unarmoured with javelins.</td></tr>
<tr><td>Cat</td><td>Heavy armour for both men and horses. Lance (impact weapon).</td></tr>
<tr><td>LC</td><td>Up to 2 units – unarmoured with javelins and shields.</td></tr>
<tr><td></td><td>Bow-armed, shieldless and unarmoured.</td></tr>
</table>

15. Sarmatians 200 BCE–300 CE

This list covers most of the various Sarmatian tribes. During this period these tribes usually lived a nomadic existence. The Sarmatians allied themselves to different cultures throughout the period. For example, they fought against the Romans in the Dacian Wars. Later, during the fifth century CE, there were Sarmatian units listed as Roman foederati.

As nomads, the principal type of unit was the heavy cavalry. Their main weapon was a two-handed lance (the kontos). This was occasionally supplemented with a bow. Shields were not used because of the nature of these weapons. Many horses were armoured in a similar way to their riders, with scale armour.

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	2	-	4	-	-	4	2	-
Additional troops – up to 6 AP from								
-	-	-	2	-	-	2	3	-

Notes on Troop Types	
Troop Quality – Up to 1 unit per commander could be Veteran. Most would be Trained. Of the infantry (both heavy and light), up to 50% of the total could be Raw (representing hastily raised troops).	
HI	All units are unarmoured.
	A single unit may be a rabble.
LI	Max. 2 units – unarmoured with javelins and shields. The remainder are shieldless, unarmoured bow-armed skirmishers.
HC	Up to 3 units of horse armoured troops. All riders have lance (impact weapon), normal armour, and are shieldless.
	Up to 2 units may have supporting archers.
LC	Up to 2 units – unarmoured with javelins and shields.
	Bow-armed, shieldless and unarmoured.

16. Middle Imperial Roman 100–200 CE

The period covered by this list is one of relative peace. It starts with campaigns in Dacia and ends with more civil war between the Romans themselves. In between these two points, the are border wars against the Marcomanni (a Germanic group of tribes), and the Parthians.

The year 193 CE was notable as The Year of the Five Emperors. The winner was Septimus Severus, who went on to reform the army to make it easier to defend the border territories.

The legionaries looked similar to those of the previous Roman list, with their pila and short swords. The auxiliaries were usually protected by a mail shirt. Both types eventually carried an oval scutum.

<table>
<tr><th colspan="9">Commanders – Up to 4</th></tr>
<tr><td colspan="9"></td></tr>
<tr><th colspan="9">Core Troops</th></tr>
<tr><th>Ar</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC</th><th>Art</th></tr>
<tr><td>2 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>1</td><td>4</td><td>2</td><td>2</td><td>-</td><td>-</td><td>2</td><td>1</td><td>-</td></tr>
<tr><th colspan="9">Eastern Empire – Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>1</td><td>2</td><td>1</td><td>-</td><td>1</td><td>-</td><td>1</td><td>1</td></tr>
<tr><th colspan="9">Western Empire – Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>2</td><td>1</td><td>1</td><td>-</td><td>-</td><td>1</td><td>1</td><td>1</td></tr>
</table>

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">Troop Quality – Up to 4 units could be Veteran. Most would be Trained, but a few (up to 20% of the total) could be Raw (representing hastily raised or unwilling units).</td></tr>
<tr><td>Ar</td><td>Shieldless. The unit may be armoured or unarmoured.</td></tr>
<tr><td>HI</td><td>All HI are legionary units – armoured and armed with pilum (impact weapon).</td></tr>
<tr><td>Ad</td><td>Spear-armed. A maximum of 2 units may be armoured.</td></tr>
<tr><td>LI</td><td>Up to 1 unit of shieldless, unarmoured bow/sling-armed skirmishers.
The remainder have javelins and are unarmoured.</td></tr>
<tr><td>HC</td><td>All armoured, javelin-armed Romans.</td></tr>
<tr><td>LC</td><td>Up to 1 unit of shieldless, unarmoured bow-armed skirmishers.
Remainder javelin-armed and unarmoured.</td></tr>
<tr><td>Art</td><td>Ballista-type weapons.</td></tr>
</table>

Scenarios – Age of Decline

#	Name	Date	Type of Battle	Attacker		Defender
1	**Mediolanum**	259 CE	*Catching the enemy*	Rome	vs	Alamanni
2	**Ctesiphon**	363 CE	*Blocking*	Rome	vs	Sassanids

The Battle of Mediolanum, 259 CE

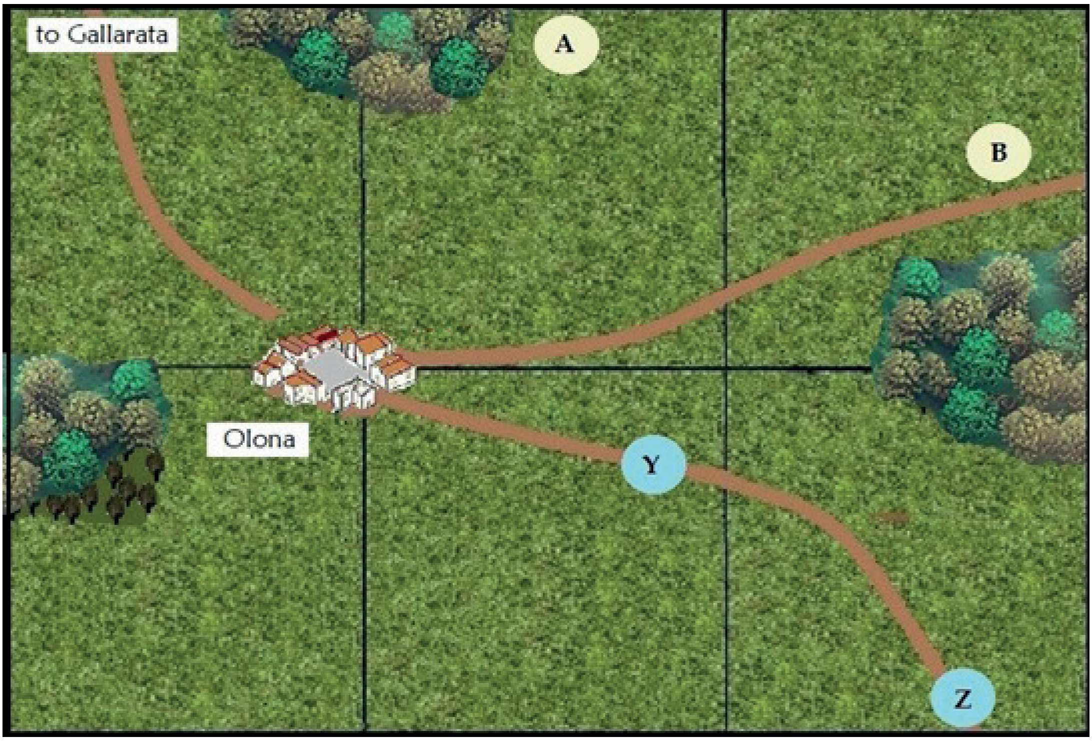
When Valerian was proclaimed emperor in 253, he named his son Gallienus co-emperor. In 259, Valerian went east against the Sassanids and sent Gallienus to secure the Danube frontier. Gallienus was in Pannonia when he received news that a raiding force from a confederation of Germanic tribes, known as the Alamanni, had crossed the Alps into Northern Italy and was moving south. The tribes devastated the Po Valley and were heading for Rome. Taking troops from three legions, Gallienus headed back to intercept the invaders.

When Gallienus arrived in the Po Valley, he found the Alamanni in the vicinity of Mediolanum (present-day Milan). They had so much booty that they had decided to head for home rather than push further into Roman territory. He decided to intercept them.

There are no existing contemporary accounts of the battle. According to Zonaras, 300,000 Alamanni fell in the ensuing battle and the Emperor received the title Germanicus Maximus. As with many accounts of ancient battles, the author, Zonaras, was writing hundreds of years after the event. In this

instance, the numbers for the Alamannic dead are not credible. The Alamanni would invade Italy again just a few years later.

Total Engaged	**Cavalry**	**Infantry**
Alamanni	1,000	10,000
Roman	2,000	8,000



Game time Start at 1:00 p.m. **Game length** 12 turns

The Roman Army moves first. Start the battle on the first Roman command card. For the first turn discard any Alamanni cards up to the first Roman card.

Late Imperial Roman Army

Objective

The primary aim is to destroy Chrocus' force. This would be a major victory.

A secondary objective is to destroy all of the baggage wagons. This would be a minor victory.

Gallienus – Army Commander			***'Probus'***		
Massed infantry	2	V	Adaptable infantry	1	V
Massed infantry	2	T	Adaptable infantry	2	T
Skirmish infantry	1	T	Skirmish infantry	1	T

Aureolus		
Heavy cavalry	2	V
Heavy cavalry	1	T
Skirmish cavalry	1	T

Army Points and Deployment

The Romans (27 AP) deploy, either in line or in march columns, between A and B.

Sassanid Elephants (Nik Gaukroger)

Alamannic Army

Objective

The only aim is to exit the battlefield by the road to Gallarata – without the army collapsing (i.e. by failing a General Will test).

Chrocus – Army Commander			‘*Sidio*’			‘*Rudimi*’		
Heavy cavalry	1	V	Rabble	2	R	Heavy cavalry	1	T
Massed infantry	1	V	Skirmish infantry	1	T	Massed infantry	2	T
Massed infantry	1	T				Skirmish infantry	1	T
Skirmish infantry	2	T						

Army Points and Deployment

All massed units are in march columns; all skirmishers are deployed for battle.

Chrocus (30 AP)	Deploys at Y.
Wagons	2 stands of baggage wagons in march column
Sidio	Follows along the road after the wagons.
Wagons	2 stands of baggage wagons in march column
Rudimi	Follows along the road after the wagons.

Wagons (2 AP each)

Wagons represent the booty and slaves acquired during this raid.

The base size is the same as for a massed infantry unit (80 mm x 30 mm). They always face in the direction of a 30 mm side. They may not turn, other than to follow the road.

They must stay on the road and are always considered to be in march column. They move at 15cm per turn.

A wagon has no fighting value **but** it must lose a melee to be destroyed. A wagon that is destroyed counts against the total losses for the army when calculating General Will.

The Battle of Ctesiphon, 363 CE

The Emperor Julian had a strong reputation and he aimed to deal with the Sassanid threat to his eastern domains. The Sassanid king, Shapur, tried to negotiate a peace treaty but Julian rejected the proposals. Instead, he spent a year gathering his resources and making his plans.

In 363 these plans were put in motion. Julian set out for the enemy capital, Ctesiphon. He started in March. Shapur was away from his capital campaigning with his main army. In response, he ordered a scorched-earth strategy to deny the Romans food and shelter. Julian's troops marched on and arrived near to Ctesiphon at the end of May.

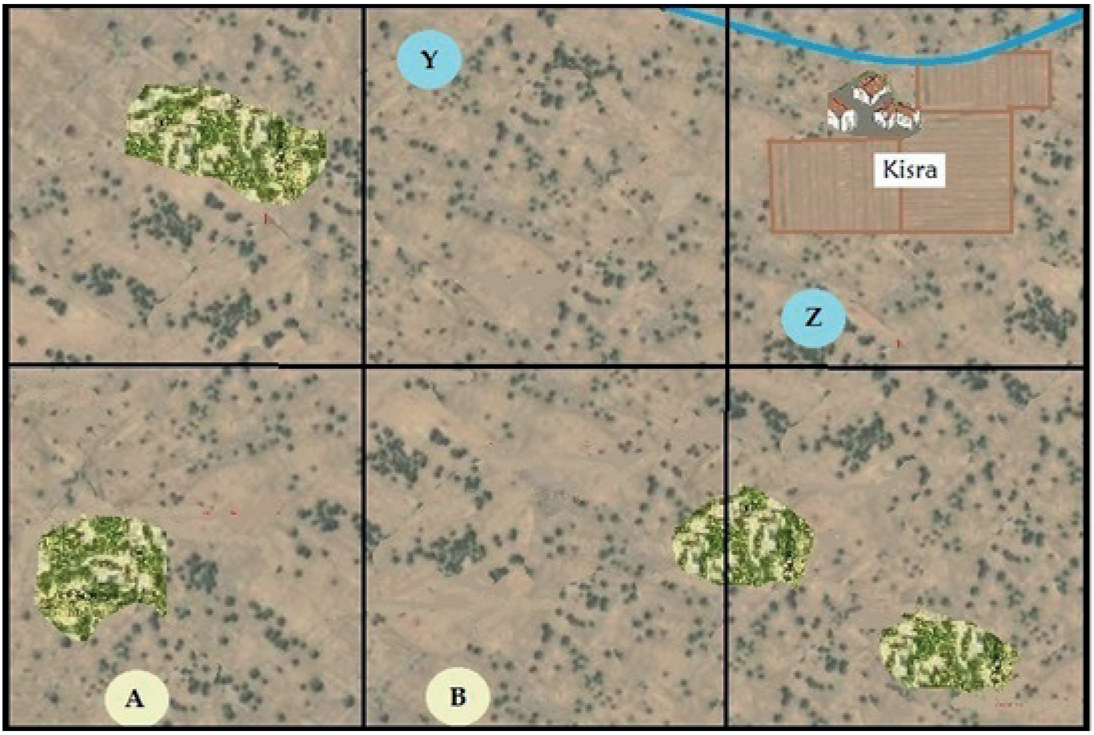
Shapur had left troops, under his general, Merena, with orders to block Julian's attack on the city until he could return. Merena was formed up for battle across the River Tigris and aimed to deny Julian a chance to cross the river. However, Julian forced a crossing of the Tigris and advanced to battle.

Merena's army fought for hours trying to stop the Romans from entering the capital. Julian's force proved too powerful and, late in the day, the Persian force cracked and fled back into the city. Ammianus tells us that the Sassanids lost 2,500 men. Julian's troops did not pursue the fleeing enemy into the city because it was feared that they could be trapped inside and slaughtered.

Hoplite battle line
(Paul Reynolds)

Julian remained outside Ctesiphon, but the main Sassanid army was closing in. Julian wanted to attack the city but, despite his battlefield success, morale was low and food was running out. Reluctantly, Julian agreed to retreat. Soon after he set off, his army was attacked at Samarra. Julian was wounded and died that night (26 June). Ultimately his campaign had failed. His replacement, Jovian, was compelled to accept a settlement under unfavourable terms.

Total Engaged	**Cavalry**	**Infantry**
Romans	2,000	12,000
Sassanids	3,000	4,500



Game time Start at 10:00 a.m. **Game length** 12 turns

The Roman Army moves first. Start the battle on the first Roman command card. For the first turn discard any Sassanid cards up to the first Roman card.

Sassanid Army

Objective

The objective is to deny the Romans control of the village of Kisra. This would be a major victory.

A secondary objective is to Break the Will of the Roman Army and force it to retreat. This would also be a major victory.

Merena Army Commander		
Cataphract	1	V
Heavy cavalry	1	V
Heavy cavalry	3	T
Skirmish cavalry	2	T

Pigranes		
Massed infantry	3	T
Skirmish infantry	2	T
Elephants	2	T

Merena and Pigranes (32 AP) - Deploy between Y and Z in line.

Mercenary Scutarii
(Paul Reynolds)

Late Imperial Roman Army

Objectives

The Roman objective is to take and hold the village of Kisra. This will provide some shelter for the army in preparation for Julian's planned attack on Ctesiphon.

A secondary objective is to break the Will of the Sassanid army and force it to retreat. The scale of the victory is determined by the rules (Chapter 17, p.89)

Jovian			**Julian Army Commander**			**Victor**		
Massed infantry	2	T	Massed infantry	2	T	Massed infantry	2	T
Adaptable infantry	1	T	Adaptable infantry	1	T	Adaptable infantry	1	T
Skirmish infantry	1	T	Skirmish infantry	1	T	Skirmish infantry	1	T

Arintheus		
Heavy cavalry	3	T
Skirmish cavalry	2	T

The Romans (34 AP) - Jovian and Julian deploy in line anywhere between A and B.

Variable deployment times. The other troops arrive between A and B after crossing the Tigris. Victor may arrive from Turn 2 (see below). Arintheus may arrive from Turn 4.

Starting from the identified turn, roll a D6. On a score below, or equal, to the turn number add the command card/chit to the deck. If the Command fails to arrive, dice again next turn. The latest that all Roman forces can arrive is turn 6.

Age of Decline Army Lists

All lists have a core worth 24 AP, plus 6 AP of additional units. They are intended for balanced club night battles rather than historical refights.

Allies

A force may substitute 6 AP and a commander from one of its commands for a force of 6 AP and a commander drawn from the core troops of an allied army.

On rare historical occasions there were armies formed of several different allies. Where this can be shown to be the case, or if both players agree, then two commands may be substituted as above.

The Lists

17. Late Imperial Roman
18. Alan
19. Alamanni
20. Gepid
21. Hunnic
22. Sassanid
23. Visigothic

Carthaginian Elephants
(Paul Reynolds)

17. Late Imperial Roman 200–450 CE

This period starts with war against the new Sassanid kingdom and closes with wars against migrating tribes, such as the Huns and the Visigoths. Wars with the Germanic tribes were frequent. In addition, the third century is notable for a string of civil wars. These include the wars of Constantine I, who greatly influenced the adoption of Christianity within the Empire.

As before, the quality of the Roman field commanders could be variable. This could lead to disaster. For example, at Arbritus in 251 CE the overconfident Emperor Decius and his son were killed by the Goths, and his army was destroyed. By contrast, Aurelian and Stilicho were very capable commanders; men such as these helped to preserve the power of Rome.

There was an increasing reliance on the cavalry to provide the mobility needed to counter the enemies of the Empire. The types of cavalry were similar to those in the previous lists. There was an increasing reliance on 'barbarian' sources to provide more cavalry. Initially, these feodorates fought in their tribal style rather than adopting Roman tactics. However, toward the end of this period some feodorates would adopt these tactics and become part of the regular army.

The legion had become much smaller, many units became unarmoured, and the pilum was replaced by lighter spears and darts. The auxilia carried similar equipment to the legions. Both types could include a proportion of supporting archers. A few auxilia units were entirely archers.

There has been much debate, as yet not conclusively settled, about two types of lance-armed heavy cavalry. One was called catafractarii (cataphracts), whose men and horses were covered in armour. They probably resembled the heaviest cavalry of the Parthians and Sassanids. The other type was the clibanarii. These may also have been covered in armour but this is not certain. As most clibanarii units were raised in the Eastern Empire it may be that they used both bows and lances in the Sassanid style. It is unlikely that this debate will be concluded.

<table>
<tr><th colspan="9">Commanders – Up to 4</th></tr>
<tr><td colspan="9"></td></tr>
<tr><th colspan="9">Core Troops</th></tr>
<tr><th>Ar</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC</th><th>Art</th></tr>
<tr><td>2 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>1</td><td>3</td><td>2</td><td>2</td><td>-</td><td>-</td><td>2</td><td>2</td><td>-</td></tr>
<tr><th colspan="9">Eastern Empire – Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>1</td><td>-</td><td>2</td><td>-</td><td>1</td><td>2</td><td>1</td><td>1</td></tr>
<tr><th colspan="9">Western Empire – Additional troops – up to 6 AP from</th></tr>
<tr><td>-</td><td>1</td><td>1</td><td>2</td><td>-</td><td>-</td><td>2</td><td>-</td><td>1</td></tr>
</table>

Either side after 388: Replace 7 AP with either ‘Goths’ 2 HI (2), 1 HC (3)
or ‘Huns’ 1 HC (3), 2 LC (2)

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">Troop Quality – The core units (up to 4 in total) could be Veteran. Most would be Trained, but a few (up to 2) could be Raw (representing less well-trained border units).</td></tr>
<tr><td>Ar</td><td>All unarmoured, bow-armed, and shieldless.</td></tr>
<tr><td>HI</td><td>A legion may be armoured or unarmoured.
Up to 2 units may have supporting bowmen.</td></tr>
<tr><td>Ad</td><td>Up to 1 unit of armoured spearmen. The remainder unarmoured spearmen.
Up to 2 units may have supporting bowmen.</td></tr>
<tr><td>LI</td><td>Each legion may have 1 unarmoured, javelin-armed skirmisher.
Up to 1 unit of shieldless, unarmoured bow/sling-armed skirmishers.
The remainder have javelins and are unarmoured.</td></tr>
<tr><td>Cat</td><td>Heavy armour for both men and horses. Lance (impact weapon).</td></tr>
<tr><td>HC</td><td>All units are armoured, and javelin-armed.</td></tr>
<tr><td>LC</td><td>Eastern -Up to 2 units of shieldless, unarmoured bow-armed.
The remainder are unarmoured with javelins and shields.</td></tr>
<tr><td></td><td>Western -Up to 1 unit of shieldless, unarmoured bow-armed.
The remainder are unarmoured with javelins and shields.</td></tr>
</table>

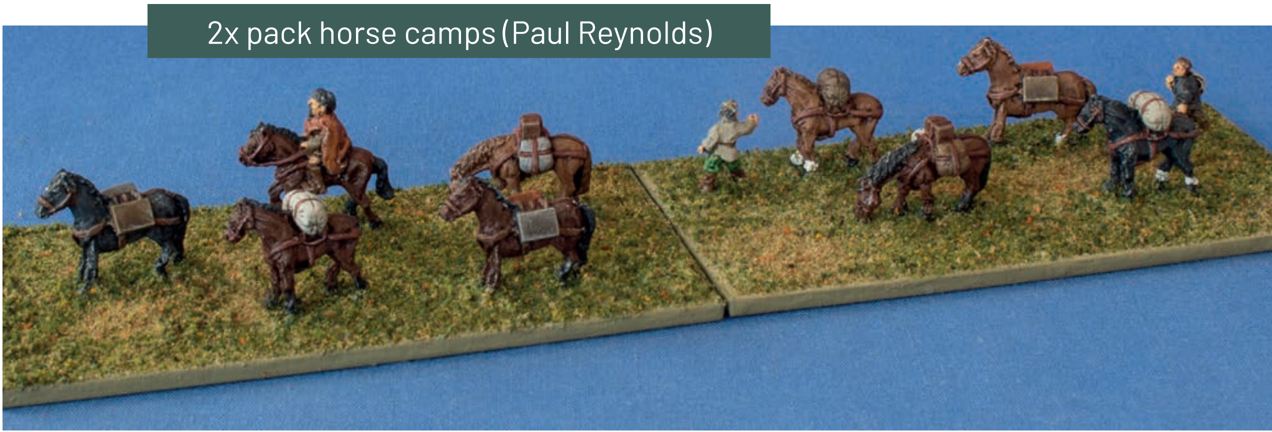
18. Alan 50–700 CE

The Alans were closely related to the Sarmatians of the earlier periods. They originally lived between the Black Sea and the Caspian Sea. They fought both for and against the Romans, but were conquered by the Huns. Many then sought refuge as feodorates of Rome. Some of these units went as far west as Spain and Brittany and established settlements in these new lands.

The Alan forces included nobles that were armoured, and some cavalry with lances. However, their armies largely depended on the lightly armed, horse archer that was typical of their steppe homeland.

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	1	-	2	-	-	2	7	-
Additional troops – up to 6 AP from								
-	-	-	1	-	-	2	3	-

Notes on Troop Types	
Troop Quality – A small number of units (up to 2 in total) could be Veteran. Most would be Trained, but a few (up to 2 units) could be Raw.	
HI	Unarmoured, shieldless warriors with impact weapons.
LI	Unarmoured, shieldless, and bow-armed.
HC	Up to 2 units of armoured troops. The remainder are unarmoured.
	Bow-armed. Up to 2 units may have lances in place of their bows.
LC	All unarmoured, and bow-armed.



2x pack horse camps (Paul Reynolds)

19. Alamanni 250–500 CE

As in the earlier periods, the Germanic tribes repeatedly attacked the western Romans. Many of these attacks were raids but some were major invasions. One major invasion was in 406 CE, when the Alamanni, and others, crossed the frozen Rhine. They then headed south and settled in Gaul. A century later they were, in their turn, conquered by Frankish invaders.

Like the earlier Germanic armies, most tribes seem to have retained the idea of a bodyguard of veteran warriors. Like their ancestors, the Alamannic tribes were mostly infantry that fought in close formation. There were two potentially important differences. In common with the various Gothic tribes, the most significant change was probably the steadily rising proportion of archers. The other notable difference was an apparent decline in the use of cavalry. As a result, their armies were probably steadier than the earlier Germanic tribes, but correspondingly less manoeuvrable.

<table>
<tr><th colspan="9">Commanders – Up to 3</th></tr>
<tr><td colspan="9"></td></tr>
<tr><th colspan="9">Core Troops</th></tr>
<tr><th>Ar</th><th>HI</th><th>Ad</th><th>LI</th><th>El</th><th>Cat</th><th>HC</th><th>LC</th><th>Art</th></tr>
<tr><td>2 AP</td><td>2 AP</td><td>2 AP</td><td>1 AP</td><td>2 AP</td><td>4 AP</td><td>3 AP</td><td>2 AP</td><td>2 AP</td></tr>
<tr><td>1</td><td>8</td><td>-</td><td>3</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr>
<tr><th colspan="9">Additional troops – up to 6 AP from</th></tr>
<tr><td>2</td><td>3</td><td>-</td><td>1</td><td>-</td><td>-</td><td>1</td><td>-</td><td>-</td></tr>
</table>

<table>
<tr><th colspan="2">Notes on Troop Types</th></tr>
<tr><td colspan="2">Troop Quality – A few units (up to 1 per commander) could be Veteran. Most would be Trained, but some (up to 3 units) could be Raw.</td></tr>
<tr><td>Ar</td><td>All unarmoured, bow-armed, and shieldless.</td></tr>
<tr><td>HI</td><td>1 unit per command may be an armoured unit (bodyguards). The remainder are unarmoured.</td></tr>
<tr><td></td><td>A single unit may be an unarmoured, shieldless rabble.</td></tr>
<tr><td>LI</td><td>Unarmoured, javelin-armed. Any may be shieldless.</td></tr>
<tr><td>HC</td><td>Up to 1 unit of armoured troops. The remainder are unarmoured.</td></tr>
</table>

20. Gepid 250–600 CE

The Gepids made their arrival at Rome's frontier during the third century. They settled in an area which roughly corresponds to modern Hungary. Relations with Rome were relatively good, but they were conquered by the Huns in 375 CE. Gepid troops provided a large allied contingent to Attila's army, but after he died, they regained their independence. By the end of this period the Gepids were at war with the Ostrogoths. Although they were not destroyed, they were fatally weakened and finally conquered by the rising power of the Avars in 567 CE.

Gepid armies depended on a core of mounted nobles and upper-class warriors. These were supported by a mass of tribal infantry from various allies, or subjects. This army is unusual because it has a higher proportion of archers than most armies of the period.

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
2	3	-	2	-	-	4	-	-
Additional troops – up to 6 AP from								
1	2	-	3	-	-	1	-	-

Notes on Troop Types	
Troop Quality – Up to 3 units could be Veteran. Most would be Trained. Up to 5 units could be Raw (indicating the potential reliance on levies from unreliable subject tribes).	
Ar	All unarmoured, bow-armed, and shieldless.
HI	Up to 2 units of armoured spearmen. The remainder unarmoured spearmen.
	Up to 2 units may have impact weapons.
LI	Unarmoured, bow-armed, and shieldless.
HC	Lance-armed. Up to 2 units of armoured troops. The remainder are unarmoured.

21. Hunnic 300–600 CE

The western Huns first attacked the Alans around 360 CE. Their forces then roamed western Europe, sometimes as Rome's allies and sometimes as Rome's enemies. They were eventually conquered by the Avars in the sixth century. One eastern branch, the Hephthalites, established themselves around Bactria and successfully established an empire that lasted beyond the period of these rules.

Hunnic armies depended on large numbers of light cavalry bowmen. These were very useful for raiding but they had little staying power in pitched battles. Any infantry was usually provided by allies, such as the Ostrogoths. To represent this, you may choose to replace one Hun command with a command from an appropriately historical allied list.

The heart of the Macedonian Army, the Phalanx. Figures from the collection of the author, painted by Alan Bettridge.

The Roman heavy infantry supported by cavalry and light troops. Figures from the collection of the author, painted by Alan Bettridge.

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	2	-	1	-	-	1	8	-
Additional troops – up to 6 AP from								
-	2	-	2	-	-	2	1	-

Notes on Troop Types	
Troop Quality – Up to 2 units could be Veteran. Most would be Trained. Up to 4 units could be Raw (representing levies raised from subject tribes).	
HI	This represents the use of large groups of subject warriors. All unarmoured.
LI	Up to 2 units of shieldless, unarmoured bow/sling-armed skirmishers. The remainder are unarmoured with javelins and shields.
HC	Up to 1 unit of lance and bow-armed, armoured troops. The remainder are unarmoured with javelins and bows.
LC	All unarmoured, and bow-armed.

22. Sassanid 220–450 CE

This list starts with the victory of the early Sassanid dynasty against the Parthians. It continues to a prolonged period of peace that started in 441 CE. The most important component of this army was its large number of armoured horsemen, called the Savaran. These were well armed with both lance and bow. In this early period, there were also some cataphracts in complete metal armour on armoured horses. Their horse armour could be made from metal scales, felt or leather.

In common with many eastern armies, there were often units of unarmoured horse archers used for scouting and harassing the enemy. The infantry component normally consisted of hastily raised levies but some units had better training.

Early Sassanid armies sometimes used elephants, although this was not always successful.

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
-	2	-	3	-	1	3	2	-
Additional troops – up to 6 AP from								
-	1	1	2	1	1	1	-	-

Notes on Troop Types	
Troop Quality – Up to 3 units could be Veteran. Most would be Trained. Up to 2 units could be Raw (representing untrained levies).	
HI	All unarmoured spearmen.
Ad	Javelin-armed and unarmoured.
LI	Max. 2 units of shieldless, unarmoured bow/sling-armed skirmishers. The remainder are unarmoured with javelins.
El	The elephants are shielded (howdah) but unarmoured. They may not be Veteran.
Cat	Heavy armour for both men and horses. Lance (impact weapon).
HC	Up to 2 units of lance and bow-armed, armoured troops. The remainder are unarmoured with lance and bow.
LC	Bow-armed, unarmoured and shieldless.

23. Visigothic 200 CE–450 CE

The Visigoths crossed the Dniester and settled along the river Danube on the borders of the Roman Empire. From 250 CE they raided Roman territory. Under pressure from the Huns, they once again crossed into Roman territory. The Emperor Valens did a poor job of settling these refugees and a rebellion soon broke into open warfare. At the Battle of Adrianople, in 378 CE, Valens was killed and his army destroyed.

An uneasy peace was restored until the Romans tried to cheat King Alaric. In 410 CE, as a response, he attacked and sacked Rome. The emperor Honorius then offered Alaric lands in southern Gaul if he would help the Romans to regain the territory from Germanic invaders. This was achieved and the Visigoths went on to establish a kingdom that would eventually expand to include the whole Iberian Peninsula.

Unlike the Ostrogoths, the Visigoth warriors were mainly infantry. In this respect they were similar to many other Germanic foes that the Romans fought.

Commanders – Up to 3								
Core Troops								
Ar	**HI**	**Ad**	**LI**	**El**	**Cat**	**HC**	**LC**	**Art**
2 AP	2 AP	2 AP	1 AP	2 AP	4 AP	3 AP	2 AP	2 AP
1	8	-	1	-	-	1	1	-
Additional troops – up to 6 AP from								
1	2	-	2	-	-	2	-	-

Notes on Troop Types	
Troop Quality – A few units (up to 1 per commander) could be Veteran. Most would be Trained, but a few (up to 2 units) could be Raw.	
Ar	All unarmoured, bow-armed, and shieldless.
HI	1 unit per command may be an armoured unit (bodyguards). The remainder are unarmoured.
LI	Max. 1 unit of shieldless, unarmoured bow/sling-armed skirmishers. The remainder are unarmoured with javelins.
HC	Up to 1 unit of armoured troops. The remainder are unarmoured.
LC	Unarmoured, javelin-armed.

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Sequence of Play

1 **Orders** (see Chapter 10 - p. 50).

2 **Movement** (see Chapter 11 - p. 53).

3 **Combat** (see Chapter 12 - p. 65).

4 **Reform** (see Chapter 15 - p. 85).

5 **Confidence** (see Chapter 15 - p. 86).

6 **General Will** (see Chapter 16 - p. 89).

7 **Replace commanders**

8 **Commanders move**

Movement

	Normal	**March Column**	**Difficult Terrain**
Massed Infantry	20 cms	30 cms	10 cms
Pike blocks	15 cms	30 cms	10 cms **and disorder**
Skirmish Infantry	25 cms	30 cms	20 cms
Artillery	10 cms	n/a	n/a
Elephants	15 cms	n/a	10 cms **and disorder**
Massed Cavalry	30 cms	40 cms	10 cms **and disorder**
Skirmish Cavalry	40 cms	40 cms	20 cms
Chariots	30 cms	n/a	10 cms **and disorder**
Commanders	40 cms	n/a	20 cms

Units moving across Linear Obstacles face differing penalties depending on their type (see p. 58).

Combat

During the Combat phase any eligible units, of either side, conduct all shooting, then resolve any melees.

Unit type	**Range**	number of d6 **Shooting**	**Melee**
Pike Block	-	-	3
Massed Infantry (# if including supporting archers)	# 10 cms	# 1	2
Archers	15 cms	2	2
‘Rabble’, and March Columns	-	-	1
Skirmish Infantry - javelins	5 cms	1	1
Skirmish Infantry – bows or slings	10 cms	1	1
Artillery	30 cms	1	-
Elephants (# if including supporting archers)	# 10 cms	# 1	1
Massed Cavalry (# if including supporting archers)	# 10 cms	# 1	2
Skirmish Cavalry - javelins	5 cms	1	1
Skirmish Cavalry - bows	10 cms	1	1
Chariots - javelins / bows	5 / 10 cms	1	1

1.	Calculate the number of d6 to be rolled for the type of combat	(see p. 66).
2.	Apply the appropriate modifiers to the d6 ‘Hit’ score and roll for hits.	(see p. 67).
3.	Apply the appropriate modifiers to the Saving Throw score and roll for saves.	(see p. 68).
4.	Compare the unsaved hits with the appropriate results table	(see p. 71 & 73).

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Retreats (see p. 78-80)

A recoiling, or routing, unit must move directly away from the enemy unit that caused its retreat. It may only vary its movement to avoid contact with enemy units, difficult or impassable terrain. It may pass between enemy units as long as there is a 12 cm gap between the enemy units (20 cms for 28mm figures). If there is not enough space then the retreating unit is destroyed.

A retreating unit can ignore enemy skirmishers and command bases.

Recoiling units must attempt to move the full distance of the recoil, even if this forces the unit into difficult terrain (woods, buildings, etc). They use the 'Normal' move rates and costs with some adjustments.

- **Routing units** use the 'March Column' move rates but do not change their formation. They must attempt to move the full distance, and pay normal costs for terrain with some adjustments. **A routed skirmisher is removed from the battle after making its rout move.**
- **Pursuing units** use the 'Normal' move rates and pay normal movement costs for terrain.

Impetuous Pursuit (see p. 81)

A unit testing for Impetuous Pursuit tests immediately, **before** any other melee combat is resolved.

Units leaving the battlefield as a result of combat (see p. 83)

Units that leave the battlefield in rout may never return. Units that leave the battlefield in pursuit may return. Use the Reform phase to reduce their level of disorder. Once the unit is sound it may return within 15 cms of its exit point.

Reform

After all movement and combat have been completed, both players may try to reform any unit (see p. 85).

If the unt passes its test then it may remove one level of disorder. If it fails then nothing happens. **An unsound unit does not add further disorder as a result of failing an attempting to reform.**

Confidence

Both players test the Confidence of any Command that has lost its commander, or includes a unit that is routed, or a unit that has been destroyed, or one that has currently left the battlefield.

A command that passes its Confidence test continues as normal. The outcomes for a command that fails its test will depend on its state of Fatigue (see p. 87).

General Will

At the end of any turn that his army contains a Fatigued or Exhausted Command, an Army Commander must test his will to fight on. It is possible that both armies will need to take this test at the end of a turn (see p. 91).

If one commander's will fails and the other commander's will remains good then a Victory is declared.

If both sides fail at the same time, then both withdraw and the usual result is a draw (assuming that no special scenario victory conditions apply).

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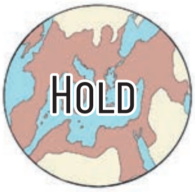

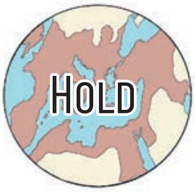

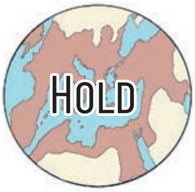

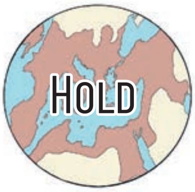

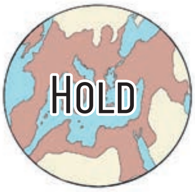

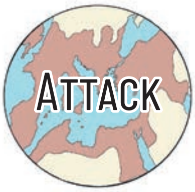

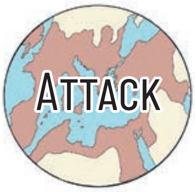

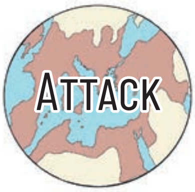

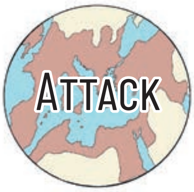

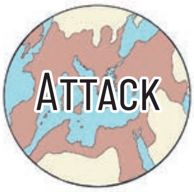

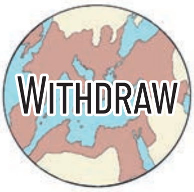

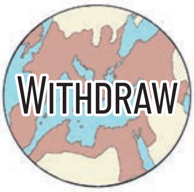

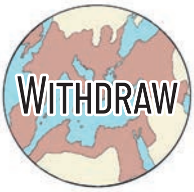

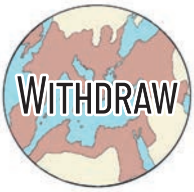

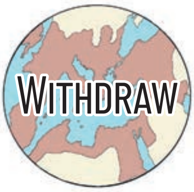

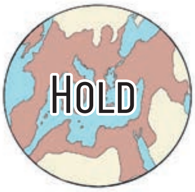

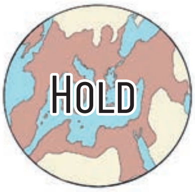

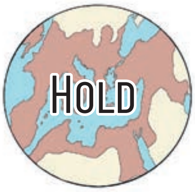

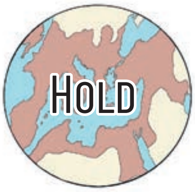

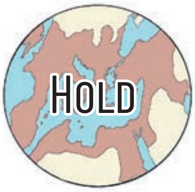

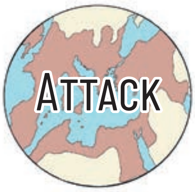

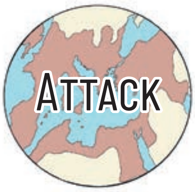

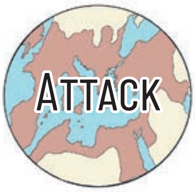

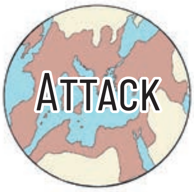

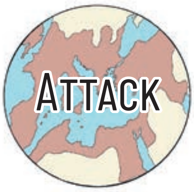

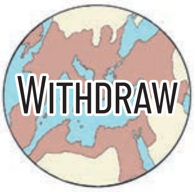

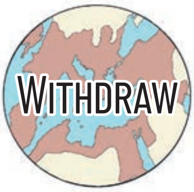

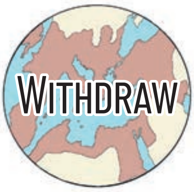

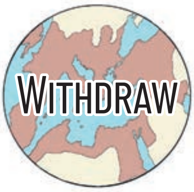

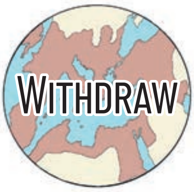

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